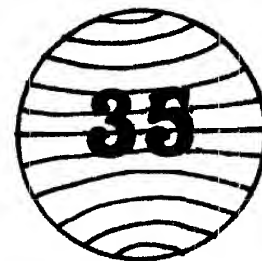


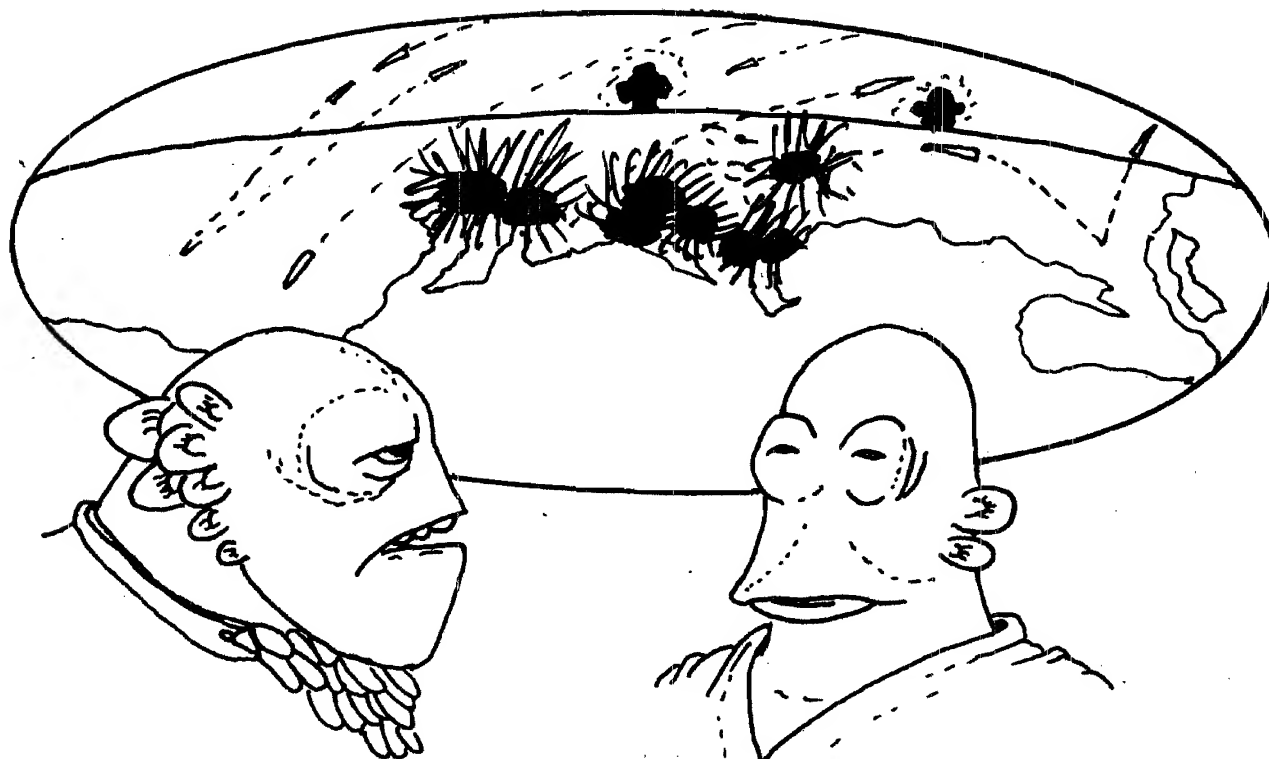
# DIPLOMACY WORLD

**\$2<sup>50</sup>**



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**FALL 1983**



"It all began with a game of Diplomacy. Somebody decided to stab Russia but sent his orders into the wrong computer. I don't know what a 'game of Diplomacy' is, or what it means 'to stab Russia', but it sounds like something our Psychological Warfare department should look into."

## **In This Issue:**

The 1983 Rulebook!

Also: An Interview with Allan B. Calhamer  
Strategy/Tactics by Jack Brawner  
Humor by Mark Berch, Bill Becker, Ed Wrobel,  
Kevin Tighe, & Rod Walker  
Russell Sipe tells all about PBEM Dip.  
Fred Davis presents a hobby chronology  
....and boodles more!

# DIPLOMACY WORLD

is a quarterly publication dealing with the game of Diplomacy. Subscriptions within the United States of America are \$8.00 per year (4 issues), \$10.00 if sent by first class mail. In Canada, subscriptions are \$10.00 (US)/year. Overseas subscriptions are \$10.00/year by surface and \$15.00/year by air (printed matter); however, for subscriptions entered after 1 March 1983 the actual rate will vary as a factor of actual mailing costs. Please inquire. Please address all subscriptions and renewals to Rod Walker, 1273 Crest Dr., Encinitas CA 92024, and make your check or money order (U.S. funds only) to R. C. Walker.

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Subscriptions received by the 10th of a given month-of-issue (March, June, September, December) begin with the upcoming issue. Back issues are available: see p. 3 for numbers in print and prices.

Articles and other materials intended for inclusion for any given issue should reach the Editor not later than the 15th of the month previous to the month-of-issue (see above). Announcements of future events should reach us by the 25th of the said previous month and should relate to events occurring on or after the 15th of the month after the month-of-issue.

This is Pandemonium Publication #808.

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\*\*Well, we're in there trying to find somebody. We have some talk-talk going...tune in nextish and see what's what.

## WHEN DO YOU EXPIRE?

If your subscription expires with this issue, we should have enclosed an expiration notice. However, please check your mailing label. The number in the upper right-hand corner is the last issue on your current sub. If you have a cash balance over and above that, the amount will be indicated on your renewal notice.

## BACK ISSUES

Copies of D.W. 3, 4, 10, and 14-19 are \$1.25 each from Walt Buchanan, 3025 W. 250 N., Lebanon IN 46052.

Copies of 21-24, 27, 29-34 are available from the present editor. Prices: 21-24, 27: \$1.50 each. 29-32: \$2.00 each. 33-34: \$2.50 each. These are sent by 1st class mail.

### BACK ISSUE CLEARANCE SALE

Issues 21-24, 27, 29-31, 33-34 are available @\$1.00 each (we have only 5 of #32 left, so it's not available on this special). There are two conditions of sale: (1) You must order 5 or more issues. (2) You must order before 10 December 1983...your special-price back issues will be mailed by presort 3rd class along with our next regular mailing of D.W. (#36). This clearance sale is good only to mailing points within the U.S. However, in Canada you may order all the available issues 21-34 (10 issues) for \$15.00 (US currency).

## KEEP YOUR ADDRESS CURRENT, PLEASE!

DIPLOMACY WORLD is sent via presort 3rd class mail. Although we "guarantee both return and forwarding postage, we can't really guarantee the Postal Service will in fact forward your copy to you. The forwarding postage is billed to you as Postage Due, and is typically about \$.71...we "guarantee it at this end so that your issue will not be sent to a dead-letter drop. Furthermore: if the P.O. returns your copy because you moved, and you did not give us timely notice, I fear we must now charge the \$1 it costs us to get the issue back to your subscription account. (We'll absorb that if you moved after we mailed that issue.) The best way to avoid the

extra costs and insure you get each issue is to make certain we have your correct address at all times...including apartment number and ZIP. We do not want to miss or inconvenience you, so please keep us informed as to where you are.

## DEADLINES

Because our mailing method usually takes 204 weeks for delivery, DIPLOMACY WORLD may reach you close to a submission deadline. That is always the 15th of the month preceding the month of publication:

for #36...15 Nov 83

for #37...15 Feb 84 and so on.

A copy of our writer's guidelines may be obtained for SASE...AND WE ARE GOING TO PRINT A NEW EDITION IN OCTOBER. Announcements of conventions and other events should reach us by the 25th of the months named above, and should be regarding events which will take place at least 7 weeks after that.

Subscriptions: Normal (other than first class) subs in the U.S. begin with the next scheduled issue after your money reaches us. Cut-off date is the 10th of the month of issue (Jun/Sep/Oct/Mar). Domestic first class, Canadian, and overseas subs begin with the current in-print issue.

## ARTWORK

Well, still no Art Director for this 'zine...although Bruce Schlickbernd has expressed an interest. We hope for more news nextish. Meanwhile, the cover is a montage from a couple of old sTabs. The cartoon on p. 15 was sent in by Mark Kraft and drawn by Greg Beda, a friend of his. Other cartoons are based on illustrations are based on illos reproduced in The Illustrated Gulliver's Travels, edited by Isaac Asimov. There's enough good potential there for at least 1 more issue.

## RATINGS

We seem not to have a Ratings Editor and DTRS may not reappear. We would like to have 1 or 2 regular player ratings & would like to hear from interested responsible parties.

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## EDITORIAL

Is it OK if I toot my own horn for a moment? I am by nature a modest and unassuming person (stop laughing, Larry...Kathy...Mark...Scott...Brux...all you guys...now, c'mon, stop laughing...). Anyway, I am extremely delighted and proud to announce, to those of you who haven't heard it already, that a hobby-wide vote has awarded me the Miller Award for Hobby Service in its first year. I'm really honored by this. I hope I can continue to deserve it, even though it's awarded for past achievements. And I want sincerely to thank all those who voted in the selection process and those many people who have congratulated me in the hobby press. Your kind words meant very much to me, and I hope you will understand that I've really not had time to respond individually.

Hobby service has always been something I've tried to work for. Although the Miller Award was apparently for some more recent work, I would like to think of it as also recognition for 17 years' work (off and on) in postal Diplomacy. I've held a number of positions and done a few projects for the hobby in this time, and I must confess that I enjoyed doing them.

It's no secret that personal pressures have forced me to fink out

on occasion. However, I'd like to think that my contributions have been mostly positive. I'd like to mention a few I'm especially proud of...well, I did say I was going to give my own horn a blaaaaat here, didn't I?

There is a flyer in the Diplomacy game box advertising the existence of postal Diplomacy; it's there because of my initiative with Games Research (then owner of the game). The idea of finding homes for orphan games through a central hobby agency began when I founded the Orphan Game Project (now replaced by USOS) in 1970...the year in which I also began publishing the first central hobby-wide listing of game openings & information for newcomers, PONTEVEDRIA. I've been BNC and (very temporarily) MNC, plus (the job I believe I enjoy most) Editor of DIPLOMACY WORLD. When the North American Variant Bank seemed not only defunct but possibly lost, I was able to retrieve the main files and reactivate the service. (In fact, when Dick Vedder was setting the service up originally, my Diplomacy collection was his main source of material.)

For these (and other) reasons, I'd like to believe I've done my share toward making our hobby a better and more fun experience for all of us. In accepting the Miller Award, I pledge to try to continue doing so.



# Game Opening

As many of you know, DIPLOMACY WORLD has, since 1974, provided an up-to-date list of GMs with game openings to any hobby regular or newcomer who requested one. Our current vehicle for this service is PONTEVEDRIA, a 'zine I founded in 1970 for that purpose (although then unconnected with D.W.). The cost of this service is now running around \$240 a year, of which  $\frac{1}{2}$  is underwritten by DIPLOMACY WORLD as an advertising expense. So what about the other \$120?

Last year, hobby funding was available from DipCon, and we received about \$95, which was a big help to me. Before that, private donations from hobby pubbers were helping us along.

This year, however, the DipCon Society was not able to provide any financial support for game opening services. That leaves us about \$120 in the red for 1983-84. PONTEVEDRIA is the service which helps bring new blood into the hobby. We answer several hundred inquiries a year about the hobby and postal game openings. Many of you reading this had your first contact with postal Diplomacy through PONT.

Frankly, we need your help. We are expecting, or have received, some donations already...\$10 from John Caruso and \$5 from Ed Wrobel, past & present members of the DipCon Committee, respectively. We hope, however, than many of you out there might be able to spare a couple of bucks to help PONTEVEDRIA going (otherwise I'll be paying for it myself, and that's a big chunk of change). Believe me, your financial assistance will be appreciated and recognized. Thank you.

## New Custodian

Three of 'em, actually. Lee Kendter is the new Miller Number Custodian, as you know. He's doing an outstanding job and already two issues of the new MNCzine, ALPHA & OMEGA, have appeared. Lee was a great BNC and we see that he's doing the same here!

And, as already announced in these pages, Kathy Byrne is the new Boardman Number Custodian. It's a real pleasure to see someone so active and capable in the post. Her immediate predecessors, Don Ditter & Lee Kendter, both did tremendous jobs...and it appears that Kathy may not only do as well but even better. Kathy is of course asking many of the ex-BNCs in the hobby to help and advise her, so I've been privileged already to watch her at work. For tact, common sense, discretion, and just plain hard work, we have a definite winner on our hands.

Finally, Scott Hanson has just taken over the U.S. Orphan Service from John Daly. Scott has already put out 2 issues of the new USCSzine, KINDER, KUCHE, & KIRCHE and is really taking hold. We understand that he will be assisted by the congenial Dick Martin. That team ought to keep this valuable service going for quite some time.

## A NEW BERCH!

Well, I'm not sure we're ready for this, but here he is! With all the many new babies in the hobby, it may seem tacky for us to recognize only 1 of them. However, Mark (as you know) is a long-time and much-valued member of our staff. Frankly, I don't know how I'd get along without Mark's advice and assistance.

Mark, as you also know, edits what I consider DW's brother-zine, DIPLOMACY DIGEST, a tremendous source of out-of-print material and his own extensive compilations of data, trivia, and information. To say that Mark is a good friend is putting it mildly. And to say that he is an asset to the hobby is likewise an understatement.

So Mark and Mona have been expecting for months now, and there's even been a Berch Baby Poll as to date and gender. The waiting is over. Congratulations, Joshua Hershel Berch, for starting your Diplomacy career on 15 August 1983. (This info courtesy WHITESTONIA 76/77.)

# After 25 Years

In Conversation With

## **A**llan **B. C**alhamer

((Along with many other Dipzines, DIPLOMACY WORLD is honoring The Game's 25th Anniversary this year. Part of that tribute appears here: an interview with Diplomacy's inventor, Allan B. Calhamer. In addition to creating the game in the first place, Allan has contributed much to the hobby over the years. Early on he spoke to many groups about the game, and he has always been available to fans to answer questions on the Rules and the game generally. He has appeared at several DipCons to speak. He has written numerous important articles on the game which have been published in DIPLOMACY WORLD, EREHWON, GRAUSTARK, GAMES & PUZZLES (England), and elsewhere. We are pleased to present here some of Allan's thoughts on the game after 25 years.))

DW: Allan, it's always a pleasure to hear you talk about Diplomacy, and we'd like to thank you for taking the time to talk with us about it now. It's been 25 years since you completed the first version of Diplomacy. Now, after this quarter-century, what are your feelings about the game? Do you still feel basically good about it or do you have any nagging regrets?

ABC: I think it is one of the great games. I am pretty familiar with the classic board games of the world, such as chess, go, monkalah, tablut, shogi, mill, and so on. I don't think Diplomacy is any less good than those games. It differs in quite a few ways; all those others are two-person and have geometric boards, for example, but I still personally class it with those games.

Diplomacy has its weaknesses; the problem of objectives other than winning, and its effect on the whole game, has bothered me for a long time. However, most games have their problems.

Chess, for example, seems to be one of the greatest games of the

world, yet it has its little problems. In a tournament recently I wanted a draw; but as I was material behind I did not expect the opponent to agree to it. To force a draw under the rules I would have had to drag the game out for 50 more moves, without any change in the Pawn position. We had already played 40 moves, in 4 hours. No way was I going to play 5 more hours to force the draw, so I just resigned and went home (last round, anyway). That is just one of the little problems in the rules of chess.

DW: Well, Diplomacy is certainly a classic game, and that's been borne out by its long-term continuing popularity. However, how do you feel about the game's somewhat "cultish" success...the fact that it has developed a number of somewhat fanatic followers and an extensive fannish infrastructure?

ABC: The "fannish infrastructure" that you mention is only among the postal players, who are a small part of the whole, although almost certainly the largest single group in contact with each other. I hope and believe that these fans are a contribution, but in any case I don't think they have much effect on people who just have their friends over for a game of Diplomacy. I still think, by the way, that the game is best when played over the board, with seven players, of course. For one thing, I think the game is more interesting when the major alliance structure changes a couple of times during its course. In some postal games, it seems to me that alliance structures were too rigid.

DW: True, although we've seen FTF games which had the same problem. Fandom, though, is a little younger than the game itself...if we tie it to postal play, which began in 1962

and 1963. In the last 20 years, what fannish development have you felt best about or liked the most?

ABC: The fan developments that I have personally appreciated the most have been the serious work on rules revision, tournament rules, strategy, and the like. I like to see people have fun with the game, but I don't personally follow the lighter side of it. I never know who has dunked whom in peanut butter, or whatever the big issue is this year.

DW: Peanut butter??? That's a dangerous suggestion to make in front of this sadistic crowd. But obviously, since you know about "dunking", you do read some of the hobby press. We're curious about all the publications and other things which the fen have been sending you all these years. What do you do with this material? Have you been able to keep it or do you have to dispose of some of it?

ABC: I keep all the publications I receive, and leaf through each one, reading most of the serious articles. Some of the older and longer-running mags are stored separately and are presumably complete. A lot of mags that came in, in only a few copies, were stored alphabetically. More recently, what has come in has gone into a common pile.

DW: Your attic must be a treasure trove! Well, the fen are staying in touch, which is good. In this quarter-century, there must have been a number of happenstances involving you and a fan of the game. Can you relate one of those which particularly made you feel good and positive?

ABC: Every so often, something does happen that gives me a particular boot, such as being recognized by a fan in a restaurant. I have appreciated mention of the game in general publications, including glancing references to it in serious articles about diplomacy (such as, "They are not playing Diplomacy; they are fighting for their country."). The game was realistically handled by novelist Anton Myrer in The Tiger Waits.

DW: Ah, a book we should add to our reading list! Would you care to relate any incident which was the opposite side of the coin?

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ABC: As a learning experience, Diplomacy is like any other in the sense that people might use it for good or ill. I would be happy to think that anyone had used it for good, and unhappy to think that anyone had used it for ill.

DW: Yes, that's certainly true. Speaking of good, and a little fun is always good, can you think of an incident which you felt was particularly funny?

ABC: Engineers and scientists seem to use the phrase, the Real World, to distinguish reality from the mathematical models they devise to describe various aspects of it. Consequently, I was amused when these players chose to refer to the Diplomacy board and pieces as the Real World, in contradistinction to the conversations, conference maps, etc.; as when they ruled that it was illegal to deny any player access to the Real World.

I was also amused by a player who hid under a table, because he was satisfied with his present alliance structure, but was so weak-willed that he was afraid the other side could talk him into anything if they found him.

DW: Curiouser and curiouser; one never knows what one might hear about this hobby. That includes meeting strange characters, too. Strange or otherwise, though, is there (or was there) any Diplomacy fan whom you have known or known about, but whom you have not met personally and would like to meet or have met? Can you tell us who and why?

ABC: Well, I always wanted to meet those Belgian fans with names like Yvette and Hugnette, but I never made it.

DW: Je regrette vraiment. But speaking of the undone, what about the game itself? If you were designing it now, and could make it all over from scratch, is there anything you'd do which would make the game basically different from what it now is?

ABC: I would probably keep it just as it is. The real problems, such as cartels, second-place playing, and so on, haven't been solved; and

everything else is, I think rather good, and it all goes together rather well.

DW: On the whole, we'd agree. Still, there are some people who are really bothered with this or that aspect of the game. What do you feel, for instance, about Richard Sharp's suggestion that Italy's starting unit in Rome be changed to a fleet?

ABC: If you want to start by giving Italy 2 fleets instead of 2 armies, playtest it a few times, with 7 players, most or all of whom have played the game conventionally enough to make a reliable comparison; and then tell us what they thought.

DW: And what about the often-proposed (e.g., by Larry Peery) idea that there should be a neutral province between Venice and Trieste so that Italy and Austria would have less of a security problem. Would this, in your opinion, help those two powers and the balance of the game?

ABC: I think I like the peculiarity of the Austro-Italian border as it is. However, I think the Austrian position suffers somewhat from some players' not realizing that it is to their advantage to work with Austria. I recall that, a few years ago, players were writing of "the Austro-Italian superpower".

DW: True, although many people still feel (as Austria or Italy) too much tension or suspicion along that boundary to do much talking about an alliance. Of course, one has to talk in order to get anything. And we've heard it said, a lot, that there are many postal and face-to-face players of Diplomacy who do little or virtually no negotiation...that is, they push pieces without playing the game. Do you have any thoughts on this puzzling phenomenon?

ABC: I think players who don't negotiate much are likely to get a bad game. For one thing, the rest of the players are likely to ally against them, because they did not hear from them and consequently expect an attack, and so forth. However, if they have a way of getting a good game without negotiating, that's up to them.

DW: Well, what about the future? How's your crystal ball, Allan? Do you see any indications as to the game's future success, say, in the next 25 years? Are there indications that its popularity is declining, staying the same, increasing?

ABC: My impression is that the popularity of the game is increasing in Europe, especially when the game comes out in a new language. The Dutch set is relatively new. In the U.S.A. we may have stalled; however, the number of contestants at the last DipCon was very high.

DW: Yes; Gateway, in Anaheim over Labor Day Weekend, had about 150 contestants for a fairly local tournament, and the size of Diplomacy tournaments generally seems on the upswing. We're hoping that if DipCon is held with Gateway in 1985, we can get well over 200. Diplomacy seems one of those constant, steady factors that people can count on and come back to after flings with other games.

Speaking of constancy, though, it's true that the game has remained virtually unchanged for a long time, with only slight alterations of the rules. There are still people who feel that there are unclear or ambiguous areas in the Rulebook, problems the rules don't resolve, and so on. Do you agree that this is so? And what are your feelings on the occasional suggestion we hear that the Rulebook should be rewritten?

ABC: The rulebook has been slightly revised twice, at roughly 11 year intervals, perhaps corresponding with the sunspot cycle or something. The next slight revision, then, should be due about 1993. It would not be too early to start discussing major points, since we seem to require a lot of discussion, and any change is the result of a lot of distillation.

DW: What about the future of fandom?

ABC: What the next 25 years will bring to fandom depends entirely on what the fans want to do. I read in the papers that a group played Monopoly in an elevator for a number of hours to break a record. How about Diplomacy in unusual locations or conditions?

# POST WAR TIPS

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Bill Becker & Rod Walker

The best-known advice in postal Diplomacy has been given to each succeeding generation of players, and it is, simply, write. This message has never got across to some, and this communication problem may be spreading. Many of the Old Guard are complaining that they do not receive Diplomacy mail in the volume they have become accustomed to. Brux Linsey, Mark Berch, and Rod Walker claim that they must send out 10 letters to generate one return missive. This is particularly serious when you consider that each of their letters averages 5-7 carbon copies and is posted on all the Salvation Army bulletin boards in the area. Mark tells us that he's given up his letter-trading arrangements in favor of mutual sub letters, but even that has been a bust.

Lest you find yourself in this situation, spending \$2.00 in order to get one 20¢ reply, or maybe only a 13¢-er, we should look into some proven methods of increasing your mail volume.

Living in a far-out or exotic place can generate incoming mail. If you offer free lodging and live next to Disneyland, say, you can easily increase your hobby connections ten-fold. On the other hand, don't live too far out. Does anyone write to Mark ("Ig") Lew in Alaska? Hardly.

Many players don't realize that they insulate themselves, thus drastically decreasing incoming mail, by playing only regionally. Thus we have East Coast 'zines, Midwest 'zines, Canuck 'zines, ~~and~~ California 'zines, Northwest 'zines, Reb 'zines, even bloody Brit and Aussie 'zines; each with its own clique of "same old" players. The hobby as a whole must rectify this problem of geographically "tight" sub and distribution areas, and it seems easy to correct. Pubbers should just simply refuse to allow anyone to sub who lives within 200 miles of any other subber. "Sorry, you'll have to change your address" could become the GM request that will break up these non-writing locals.

Subbers, too, can take direct action by subbing only to foreign 'zines ...and not just the popular ones like OUI, PENTHOUSE, or BOYS IN BONDAGE,

either. Besides, foreign mail increases your status with your mailman. "Here you are, Mr. Coughlan, another postcard from Paris." Why, the exchange of letters with foreigners is far more interesting: they seem to think we Americans are cast-offs from the civilized world (when everyone knows it's the other way around).

A tremendous way to inspire incoming mail is to take up politics. You can wing it from the right as do John Michalski, Konrad Baumeister, or Bill Highfield...or come on Very Californian with a Libertarian approach (currently being done by Jim Bumpas in Oregon and Ed Wrobel in Virginia) ...or burn candles to Trotsky with John Boardman. Our hobby is full of 'zine editors claimoring for us to exercise our First Amendment right to advocate anything...eat more whale blubber, nuke the pro-nukers, drill for oil in James Watt's head, send Henry the K to find Ambrose Bierce, join the Navy...heck, they'll print anything. My kids are better than your kids.

Well, so much for filibuster territory....

Another great way to help this situation is to share the wealth. Take that letter and pass it! There must be many needy players who get less mail than you do, so here's your chance to do a good, charitable turn. You could even act as a letter-passing clearing house, passing on not only your own letters but letters passed to you by others. An extra advantage, by the way, for the letter passers is that they receive more phone calls than the average postal player. Weren't you thrilled the last time you got a 2a.m. call that saved your butt in Bohemia?

Some people volunteer for hobby service posts in order to receive more mail. This is such a popular method that most such positions are passed on or snapped up before the public even knows there is a vacancy. If you're clever you can create your own service position. This requires a lot of inventiveness...currently Dipdom is flooded with official ombudsmen, number

more - p. 11

# 10 THE 1983 RULEBOOK

A Review & Analysis.....Rod Walker

The what??? I'll bet we've got a few open mouths (figuratively and literally) out there at the moment. However, there is in fact a new Rulebook, issued earlier this year by Avalon Hill. It's dated "1982", however, and we'll get to that anomaly in a moment.

I first learned of the new Rules from Allan Calhamer, who wrote about them in a letter of 29 August. Let me quote that:

"I wonder whether you are aware that there is a new version of the rulebook. This version has the legend, '2nd Edition/Feb. '82' printed across the upper right-hand corner.

"I actually wrote the changes and sent them to Avalon Hill in a letter dated July 8, 1982. The reference to 'Feb. '82' seems to be a misnomer, but doesn't seem to make any difference.

"There are changes in Rule XII.4, Rule XII.5, and an added XII.6....

"I did not mention these changes earlier because I was not sure that they had been implemented."

So the "Feb. '82" date is really a misprint for "Feb. '83". Not that important, perhaps, but where you're dealing with purists and fanatics....

Let's now consider the altered or added provisions of the 1983 Rulebook. We have here a reversal, a rewording, and an addition.

XII.4 now reads, "MORE THAN ONE CONVOY ROUTE. If the orders as written permit more than one route by which the convoyed army could proceed from its source to its destination, the order is not void on account of this ambiguity; and the army is not prevented from moving due to dislodgement of fleets, unless all of the routes are disrupted." Example 12 contains the same orders, but F Lon-Bel is now shown as succeeding, and is followed by the comment, "The army had two convoy routes, of which only one was disrupted."

This new text reverses the rule in the 1971 (1976) Rulebook. It thus restores the "Shagrin Alternate Convoy", a ploy the earlier rule was meant to prevent. In this ploy, a player who has two possible convoy routes open to him, hedges his bet by ordering all of the fleets involved to convoy the army. The earlier requirement was that if any of the convoying fleets was dislodged, the convoy was disrupted.

That requirement, however, made possible a different ploy; namely, the "Unwanted Convoy". In this ploy one of the convoy routes is controlled by another player, who expects his fleet to be dislodged.

ENGLAND: A Lon-Bel, F Nth C A Lon-Bel, A Yor-Lon, F Wal-Eng, F Iri S F Wal-Eng.

FRANCE: F Eng C ENGLISH A Lon-Bel.

Under the "Unwanted Convoy" ruling, A Lon would not make it to Bel and F Eng would have to retreat (and could even retreat to Bel!). I did not buy that ruling, and held that "home fleet takes precedence". Now this whole dispute is moot. If any convoy route remains intact, the convoy will now succeed.

XII.5 now reads, "A CONVOYED ATTACK DOES NOT CUT CERTAIN SUPPORTS. If a convoyed army attacks a fleet which is supporting an action in a body of water; and that body of water contains a convoying fleet, that support is not cut." Example 13, and the commentary which follows it, are unchanged.

The original wording of this rule was admittedly awkward, and was seen by some as tending toward problems, but I'm not sure this is any better... it may even be worse. See below. The other aspect of this rule is that it was originally designed to give effect to a result of "Brannan's Rule" without using that rule itself. (For a discussion of this, see my article, "More About Convoys", in DW



28. However, since that issue's out of print: The "Brannan Rule" provides that a convoyed attack comes from the direction of the last convoying fleet. This yields the same result as in Example 13, but also can be interpreted to mean that if

ENGLAND: A Lon-Bel, F Eng C A Lon-Bel, F Nth S A Lon-Bel.

FRANCE: F Bel-Eng, F Bre S F Bel-Eng.

the result is a standoff. Allan does not like this result and neither do most members of the hobby. I have insisted that XII.5 sidesteps the Brannan Rule without invalidating it, and the new XII.5 is more of the same.

However, the new text contains a singular omission. It does not state that the "convoying fleet" is in fact convoying the same army that is attacking the supporting fleet. The old text does specify this, and Example 13 certainly implies that requirement. However, these orders also meet the textual specifications of XII.5:

ENGLAND: A Lon-Bel, F Nth C A Lon-Bel, A Wal-Bre, F Eng C A Wal-Bre.

FRANCE: F Mid-Eng, F Bel S F Mid-Eng.

If one allows the text of the new XII.5 only, then the support of F Bel is not cut, since it is supporting an action in Eng and the fleet in Eng is convoying. That isn't what this new rule intends, surely; and the unrevised text of Example 13 makes that pretty clear, but....

The new XII.6 reads, "BOTH A CONVOY ROUTE AND AN OVERLAND ROUTE. If an army could arrive at its destination either overland or by convoy, one route must be considered and the other disregarded, depending upon intent as shown by the totality of the orders written by the player governing the army."

Thus new rule speaks to another aspect of the "unwanted convoy". Consider these orders:

FRANCE: A Bel-Hol, A Ruh S A Bel-Hol, F Eng-Nth, F Lon S F Eng-Nth.

GERMANY: F Nth C FRENCH A Bel-Hol. It is ruled in many quarters (although I don't) that dislodging F Nth disrupts a convoy and A Bel-Hol fails. The new XII.6 now allows us to rule that the totality of the French orders requires us to disregard the (unwanted) German convoy and allow A Bel-Hol

to succeed. The only problem with this provision, that I can see, is that it is awfully judgemental and we may get GMs saying that they can't judge intent noway nohow, regardless of the clear statement of the rules. Same thing that happens with the "badly written order" rule (VII.4) now.

#### POST WAR TIPS (cont'd from p. 9)

custodians, nickname custodians, music critics, baby custodians, movie reviewers, quiz compilers, variant improvers, Berch roasters, toadmasters, and the like. One poor soul declared himself Custodian Without Portfolio; however, waiting by his mailbox for his first letter, he died of starvation. Anyway, don't forget to write if you get a good idea.

Closely related is the field of hobby polls. There are several dozen of those with no sign of let-up. If you can just think of some questions not already being asked, and which people might be interested in answering, you can drag this business out many, many letters' worth. "On a scale of 1 to 10, what do you think of DIPLOMACY WORLD's article writers? ... No, we need an answer we can print."

If, as a player, you aren't generating incoming mail, it may be because your play is boring. Good play is boring, so perhaps you'll have to learn to play badly. Good, reasonable negotiating letters are also boring. It will be far more likely to generate return mail if you write something like, "You absolutely idiotic twit! Only Jerry Ford would make a boneheaded move like that. Why, you couldn't even hold and support at the same time!"

Similarly, you'll have to admit that you won't get all that much mail if, as France, you open to Mid, Pic, and Gas. I mean, does Popeye offer hamburgers to Wimpy? But think how many letters you'll get if you open to Eng, Bur, and Pie! Now, there's the ticket to communicative satisfaction in Diplomacy.

Finally, another gravy ticket for letters is to write dumb articles for DIPLOMACY WORLD. Just think of how many we're going to get from the people ~~mentioned~~ mentioned here. And if we don't, just wait until next time!



# THE GOMBO\* GAMBIT

\* Get Off My Back Opening

Unorthodox Opening #7.....by Jack Brawner

This is an Italian opening system which I feel has outstanding potential. I also believe it's new, and have talked with some long-time players (including Rod Walker, Jim Yerkey, and Bob Sergeant) about it. They've encouraged me to share it, so here goes.

Some background: Briefly, the "Lepanto" opening has Italy moving A Rom-Apu, F Nap-Ion in Spring 1901. In the fall, the army is convoyed to Tun. Much has been said about and done with this opening, but the key is that Italy maintains control of the Ionian for any possible choice of eastern campaigns. He is thus one season closer to whatever victim he chooses.

The key, if you're Italy, to any eastern campaign is to get France off your back. This is normally done through diplomatic means, but I propose to strengthen these means.

Shift your perspective. You are playing France, and one of the first letters you receive is like this one (with embellishments and amenities, of course):

"Dear France,

"I'm going to play an eastern game and desire to have peace between us. I will be moving A Ven-Pie. This is not an attack! I will be pleased to see you 'bounce' me by moving A Mar-Pie and then pick up Spain in the fall. My only 'ulterior motive' for doing this is straightforward--I believe a fleet in Spa(sc) would increase tension between us, and I want to avoid this. In turn, I agree not to place a fleet in Tunis or move to Piedmont again in the fall.

"Now with our units in such lousy position to attack each other, couldn't this be the start of a long-term peace, with neither of us worried about our Mediterranean backsides?

"Etc., etc.

Sincerely yours,  
Italy.

"P. S., My moves are in."

Now, as France, if you'd wanted peace with Italy, fine. He's done the work. If you'd wanted to attack Italy, how in blazes can you do it now without

giving him all kinds of warning. Maybe you'd better look somewhere else.... (Please note that it's impossible to bounce Italy in Piedmont, pick up Spain and Portugal, and place a fleet in Spain's south coast all in 1901.)

The whole point of this opening is, as stated, to get France to play a northern game. One simple move! Tactically, France is hard-pressed to attack Italy at all, and surprise is virtually impossible. Diplomatically, you're forcing France to play and negotiate the entire first year knowing about his tactical disadvantage...and your equal disadvantage against him. Given this, peace should occur, nearly every time. Get out your set and see what you would do if you were France. (Italy should write this letter very early, before France makes other plans for A Mar.)

As Italy, what you do now (after 1901) is up to you. But whenever I've seen Lepanto used, the army Ven has almost always held, with occasional moves to Tyrolia. Although A Ven-Trl has some merit, isn't a pre-arranged bounce in Piedmont decisively better, and always better than holding?

I'd like to hear, publically or privately, some comments on the GOMBO Gambit. Is it as good as I think it is? Jack Brawner, 10596-B 2nd Way N, St. Petersburg FL 33702; (813) 576-2324.

((Mark Berch, our S&T Editor, adds: "The only way for France to foil this is to move A Par-Gas in S01 and A Mar-Spa, A Gas-Por, F Mid C A Gas-Por in F01. That leaves the fleet in Mid, where it can enter Wes just as easily as it could have from Spa(sc). Moreover, while F Spa(sc) in F01 would put Italy on its guard, F Mid won't, since France can claim F Mid is anti-English. Italy should try to forestall this by getting France interested in Bel, or fearful of Germany."))

# IN VERY DUBIOUS BATTLE

13

How Mack and the Boys Tried to Surprise Doc  
and Succeeded Far Beyond Their Expectations

John Steinbeck

"...Doc said he likes playing Diplomacy so we're going to set a game up for him right here in the lab."

"That's a great idea, Mack," said an enthusiastic Hazel, though he had never heard of the game before. But Mack pronounced "Diplomacy" the same joyful way he says "party", and Hazel was mighty thirsty.

"Yeah, but we never played that before, Mack," said Whitey, "and Lee Chong don't carry Avon Hill games."

"That's OK," smiled Mack. "Doc told me all about it. We need a map, some pegs, paper, pencils, and a GM."

Within an hour, the boys had everything set up. The California road map was spread out on the table neatly divided into seven sections with a black crayon. The checkers were divided up in sevens as were the playing cards. Jones sat near the octopus tank counting out 3000 dollars of Monopoly money into neat piles.

Everything was moving smoothly so Mack, Whitey, and Hazel took a walk through town. Mack remembered that the judge never drove on Sundays and knew he wouldn't mind if they borrowed the car for the day. However, Mack was dismayed at how easily the garage door fell apart, and mentioned to his partners how affluence breeds decadence. Whitey nodded his agreement as they quietly shoved the General Motors car down the street. With a little muscle and using some strong planks they soon had the GM up the steps and parked comfortably on Doc's porch.

Mack surveyed the scene and saw it was good. "Hey, Eddie, I've worked up a thirst; why don't you go over to the Bear Flag and see if there ain't any bottles being used." Ten minutes later, Eddie returned with four bottles, two cases of beer, paper, pencils, and most of Dora's girls.

Mack suggested a practice game while they waited for Doc's arrival. He sat everybody down and explained the finer points of Diplomacy. The boys were generals, and the girls were Avon Hill ladies. Each general was to

talk the other generals into giving up their part of the map. All the moves would be written down and put into the GM for safe keeping.

Everyone played enthusiastically. Arguments were bantered about, and checkers were crowned. Many pictures were drawn, folded, and neatly deposited on the driver's seat of the GM. Then someone plugged in Doc's phonograph at the same time Whitey found Doc's case of whiskey, and all hell broke loose. Avon ladies danced with generals. Generals drank with Avon ladies. While in a corner of the room Hazel stood over Eddie, who possessed a bloody lip and shining black eye, saying, "L.A., you ain't takin' Mono Lake away from me!" And paper planes flew everywhere.

Whether the Judge's car fell through the porch before or after the fire, Mack couldn't remember. It was all a blur. All he could ever recall was sitting on the door jamb wondering how much window panes cost, when he saw a slackjawed Doc standing on the porch steps.

"Hey, Doc," wheezed Mack, "you missed a great game."

(Kevin Tighe)



"I'm the only friend you've got in this game. Trust me or I'll pull your ear off."

# THE END-AROUND OPTION

(An Unusual Approach to the Western Triple)

Unorthodox Opening #8.....by Jack Brawner

As you follow these moves for England, France, and Germany, I want you to put yourselves in the shoes of one of the other four Powers. Would you realize--in time---that they are allied?

Pre-Spring 1901 noises:

ENGLAND: Non-committal.

FRANCE: Going to play a cautious first year.

GERMANY: I think E & F will go to war, and I may wait & see.

## Spring 1901

ENG: F Lon-Eng, F Edi-Nrg, A Lpl-Edi.

FRA: F Bre-Mid, A Par-Gas, A Mar-Spa.

GER: F Kie-Den, A Ber-Kie, A Mun H (or -Trl).

The English opening is called "The Split". It's used, I understand, occasionally in the U.K. as part of an ENG/GER or ENG/GER/RUS alliance. The German and French moves are standard if uncommon.

## Noises:

ENG: Claims alliance with Ger against Fra and maybe Rus (except to Rus).

FRA: I've been stabbed, but Germany may rescue me.

GER: I haven't decided.

## Fall 1901

ENG: F Eng-Mid, A Edi-Nwy, F Nrg C A Edi-Nwy (Build F Lon).

FRA: F Mid-Spa(sc), A Spa-Por, A Gas H (Build F Mar, F Bre).

GER: A Kie-Hol, F Den-Swe, A Mun-Sil. (Build armies or F Ber if necessary.)

## Noises:

ENG: I thought he'd cover Brest, so I went for Mid. You'll notice I'm allied with Germany.

FRA: I guessed right. Now I can move Por S Mar-Spa(sc), Bre S Spa(sc)-Mid, Gas-Bur or H. But it's gonna be a long one.

GER: I've decided to go with Eng, but mostly against Rus.

## Spring 1902

ENG: F Lon-Nth, F Mid-NAf (other moves depend on Russia).

FRA: A Por-Spa or H, A Gas-Mar, F Mar-

Lyo, F Spa(sc)-Wes, F Bre-Mid.

GER: A Hol-Bel, other moves east or south (A Mun-Trl recommended).

Now, after only 3 seasons, it is probably too late for the eastern Powers to consolidate against the West. Would you have seen it coming?

In 1902 Germany picks up Bel (at least), England picks up Swe or StP (probably). They both build armies. France may pick up Tun, building a fleet. From this position, things should roll, England building armies and staying out of the North Sea, convoying across Scandinavia--with assistance from the German fleet(s) in Bal (& Bot?), which do not border Nth. Germany will turn southeast at Warsaw, while France (and 1 English fleet) push through Italy and the Mediterranean/Ionian.

## Possible Problems

1. An Active Italy. A Ven-Trl in 1901 should be stood off by Germany if it's at all suspected. Germany's FOI move to Silesia is not crucial to the attack. If Italy opens to Piedmont, France's army in Gascony is in position to avoid any likely disaster...while the "End-Around" of F Lon-Eng-Mid-NAf, although it may not go as smoothly, is still a strong offensive opening. Italy of course can still be suckered, but diplomatically he should be discouraged from thinking westward. He might be warned gently about the "likely-looking Rus/Tur alliance and the Turkish threat this implies.

2. A Mos-StP. In SOI this can blow the whole thing, and must be avoided. England should tell Russia that this would mean war, period. Germany should neither ask nor hint that he requires such a move. All three Westerners should send dark hints to Russia about Austria, Turkey, or both. Eng and Ger can make gentle noise about a 3-way Scandinavian peace, noises which become

louder after Spring 1901, so as to avoid F Bot-Bal in the Fall. ... If, despite best efforts, Russia opens A Mos-StP, I suggest that England move F Eng-Bel and that France attack Italy with the more conventional (but still effective) F Mid-Wes, A Spa-Por, A Gas-Spa.

3. Stabs. Really, this set of moves doesn't offer as many stab possibilities as any other western 3-way openings I've seen (e.g., McKeJo). The only real possibility is F Eng-Bre in Fall 1901. I'd suggest France agreeing that he may move Gas-Bre if he'll agree to miswrite or reserve his Winter build which must be A Par...just to sow some doubt in England's mind. It would be a premature stab, anyway.

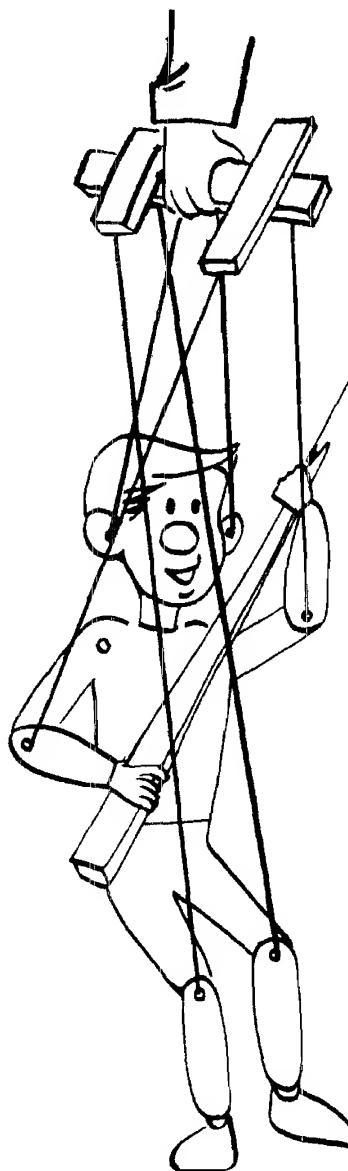
Even if these moves are immediately spotted as a triple alliance, they still remain a powerful opening. They depend less on surprise than many other openings which are quite popular. Play it out against the best defense, and you'll see.

I welcome public or private comments (to Jack Brawner, address elsewhere in this issue).

((Comment by the S&T Editor: Most Western Triple Alliances involve Germany taking more than her fair share of risk. This is particularly true of the McKeJo Opening. This one is quite different in that regard--notice that France risks Brest and England could lose Nth, Nwy, or both. That factor, and the emphasis on blitzing Italy, give this opening a very different flavor. If the alliance wants to try to fool the east, the most difficult move to explain will probably be A Gas H. Why, the suspicious east may ask, didn't France move A Gas-Spa, F Mid-Iri (or -Nat or H). It may be better to miswrite an order to cover Bre (e.g., "A Gas-Ber") and claim you did intend to cover Brest. Alternatively, if the secret seems to be out, France might want to vary the above with A Gas-Spa, F Mid-Wes in Fall 1901. This is particularly true if Italy has played A Tyn C A Tus-Tun in F01, because F Mar-Lyo will need support from F Wes in S02. ... Mark Berch))

((Comment by the Editor: I suspect our readers are not too familiar with what is referred to here as the McKeJo Opening. The curious may turn to The Lexicon of Diplomacy by Mark Berch,

otherwise known as DIPLOMACY DIGEST #34-35-36 and available from Mark @ \$1.25 ... 492 Naylor Pl., Alexandria VA 22304. The salient features of this opening, in terms of the risk to Germany referred to, are (a) Germany opens F Kie-Bal and follows with F Bal-Swe, and (b) England convoys her Army to Denmark! There...now aren't you sorry you even wondered? ...RW))



"Sure it's humiliating, but look at it this way...somebody has to play Italy."

DipShapes

by Mark Kraft &amp; Rod Walker

All right, what the heck is that?? Why, beloved, it is a bunch of DipShapes. At least, some of them are. Among the 48 shapes in the square on the right, you will (or should) find 17 which are the shapes of provinces on the Diplomacy board. All (snicker, snicker, cackle, cackle, shrreeeeek!!) you have to do is identify them.

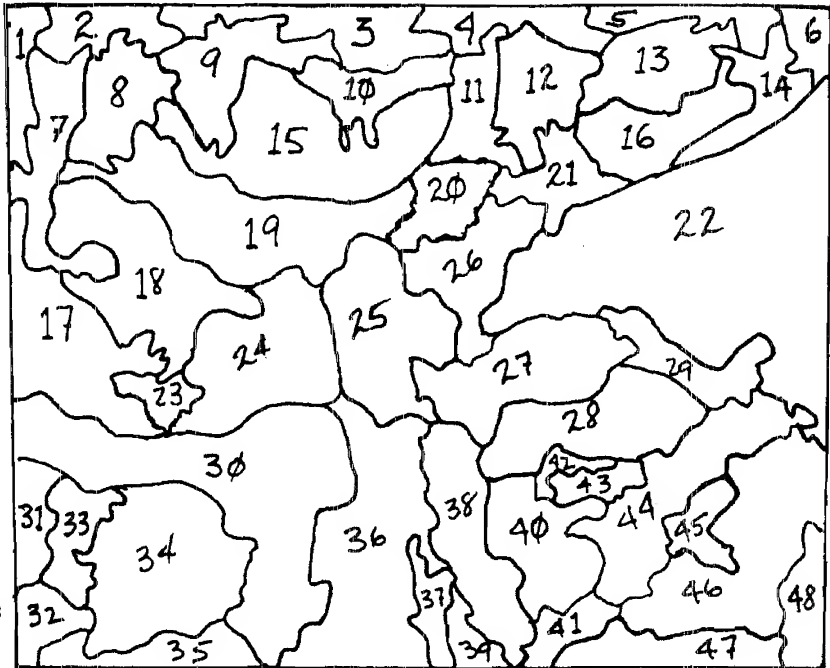
This little bit of torture was conceived by Mark Kraft and redesigned and made easier (honest!) by your merciful, friendly Editor. You will note that the provinces are shown on different scales ...drawn from the gameboard, the conference map, and maps in Gamer's Guide to Diplomacy. They are also turned every which way to confuse y'all further.

Anyone who is a subscriber to DW as of #36 may enter. The winner receives an extension to his sub. If you get all 17 shapes, it's 4 issues (a year). If there is nobody with a perfect score, the highest number correct wins. Any tie will be broken by a drawing. Less than a perfect score wins a 2-issue sub extension (but if you're real close to 17, we'll make it 3) for the winner.

Deadline for entries is 15 November 1983. Identify your shapes by number (and name, of course). These are all land spaces (provinces). Now, don't worry if this frustrates you. Just try not to think about it. Don't worry about it while driving to work. Don't pore over it during dinner. Don't let the shapes haunt your dreams at night. Go ahead, try to get it out of your mind. Try, you fools, try... ah, ha-ha-ha-ha-ha-hahahahahahaha!!

## DIPLOMACY AND THE ARTS

This was a contest published jointly in DW and in EUROPA EXPRESS. We had 7 entries, including a belated one I didn't tell Gary about from the UK. They were: Peter Ashley, John Beck, Gary Coughlan, Fred Davis, Ruth



Glaspey, John Wileman, and James Woodson. And the winner is, with 21 (!) right out of 25, Ruth Glaspey!! This is Ruth's 2nd win in a DW contest, which means she is but 1 contest-win away from having a special Ruth Glaspey Memorial Contest in these pages...something truly mind-boggling, so you guys out there had better not let her win again.

The Answers and some comments. For the questions, see lastish.

1. Boris Godunov by Modest Mussorgsky.
2. War and Peace.
3. Tosca (Puccini). The specific military event was the Battle of Marengo.
4. Hamlet. Howso? Well, do you not remember Fortinbras, Prince of Norway, who's always out chasing the Polacks...and gets to Elsinore just in time to nip up the crown?
5. Shades of Things to Come, by H. G. Wells. After his version of World War II ruins the world, the Airmen conquer England from their main base in Switzerland.
6. "The Seige of Belgrade" by Alarac A. Watts. You know, the one that begins, "An Austrian Army, awfully array'd,/Boldly by battery beseiged Belgrade..."

7. "The Longest Day".
8. MacBeth.
9. Ludwig von Beethoven's absolutely worst piece, "Wellington's Victory" or "The Battle of Vittoria".
10. "A Bridge Too Far".
11. Eisenstein's classic, for which Sergei Prokofiev wrote the music, "Aleksandr Nyevesky".
12. "Spartacus".
13. The Iliad.
14. "The Guns of Navarone".
15. Tricky. The painting is Picasso's "Guernica", one of his most famous and a depiction of the notorious air attack on that town. It was part of the Spanish Civil War, which began by an invasion of Spain from North Africa by Francisco Franco. "El Cid" was a popular guess, correct if I had asked for a movie.
16. All Quiet on the Western Front.
17. "Casablanca".
18. "Cleopatra". The military and other events were: The Battle of Pharsalus; Caesar pursues Pompey to Egypt; the Battle of Philippi; Marc Antony goes to Egypt; the Battle of Actium; Octavian pursues Antony to Egypt. Guesses of Shakespeare plays and a G.B. Shaw play (of which there are movies) were close, but this entire sequence of events is in none of them.
19. The Bayeux Tapestry.
20. Virgil's Aeneid (Latin), Purcell's Dido and Aeneas (English), and Berlioz's Les Troyens (French).
21. The Marine Corps Hymn... although Fred Davis correctly points out that the "halls of Tripoli" are not on the board.
22. Fidelio, which premiered when Vienna was under French occupation in 1805. It flopped. Like all revolutionaries, the French detested a work which celebrated human liberty.

Other scores: JA, 9; JB, 19; GC, 12; FD, 15; JoW, 13; JaW, 13. Good show, guys. We'll have to do this again some time. In fact, we will, because D.W. 36 will feature my infamous "They Went Thataway" Contest. Stay tuned for further befuddlement!

In the meantime, DW is looking for other puzzles and puzzlers, crosswords and conundrums, quizzes, quips, riddles, brain teasers, and other posers related to Diplomacy.

O my brothers, you should have viddied my position in O and five. My little black pieces covered a third of the board in real horrorshow fashion. Two dipos were already oobivat; two others were my droogs Dim Dim, being really dim, and Georgie. The last two dippos were getting the guff guff from all the lewdies standing around in the mesto peeting (drinking, that is) their old moloko. The Korova Milkbar always made a bundle of deng when we cranked out a baddiwad game. And they were doing especially dabby tonight.

Then Dim, for no reason, slides a greeny into Munch and another into Parry giving me the old nozh in the back. The lewdies stood spoogy (terrified, that is), shaking their yarbles and sharries together like bloated cows. They knew what happens when an ally fillies with me. Dim sat back guff guffing away without a care or messel. If it was anyone else I wouldn't have minded, but Dim has to be shown his errors right away else he may forget who be his main brother.

So I went at him going er er and crack crach, first left fistie, then right, till red vino poured everywhere out of him like it was on tap. Oh, it felt real horrorshow, my brothers. I even heard the glorious Ninth of Ludwig von playing in my head. Luckily, Georgie pulled me off or I'd still be at Dim.

Some malchick yelled that the milicent were coming, so I got my droogs together to finish our business. The board was upset, and its blocks scattered. I picked Dim up and made with sweet appy polly loggy which he accepted with a wide smile showing his red zoobies and split goober. We tree agreed to a draw, giving the two losers a quick tolchock; razrez their shirts and pants, leaving them nagoy on the floor.

We heard the sirens of the milicents, so quickly into Georgies auto we went, viddying the Luna rising over the far hills as we drove away. Dippy sessions always put me into a real horrorshow mood. All I needed was something to fight against. The night was still young and the lovely Joy Joy Joy ran round my brain. O yes my brothers, I was ready for anything....

(Kevin Tighe)((And there are  
no typos in this column. ...rw))



# 18 *BONBONS from DIPCON*

((Now that DipCon XVI is over, we can settle back and contemplate another year of moral and intellectual regression. (Don't we all know, for instance, that many people forget how to write immediately after they learn the game?) Anyway, two people who have not forgotten how to write are the inimitable Mark Berch and the irreplaceable Kathy Byrne. The latter has in fact even learned to (gasp!) type. So I guess we may as well have Kathy up first. In fact, we have to...I'd never hear the end of it if I put her after Berch. God, I'd be flanged, hayed, qrawn, and quartered in KATHY'S CORNER before you could say, "John Boardman wears army boots"! So, here we go:))

## PLAY BY MAIL VS. FACE TO FACE

....Kathy Byrne

Somehow it seems appropriate, after a huge Diplomacy Convention, that someone should discuss the differences between these two forms of play.

There are pros and cons for both, but I will definitely be pro Play By Mail, as that is my preference! I'm sure some of the better Face to Face players (e.g., Ozog, Townsend, or Berch) could make a great case for it.

First reason. I like to play by mail because my attention span is not that long, and I tend to get bored & my mind wanders when I have to sit and play the same game for hours. However, when I play Diplomacy by mail, I only have to look at it once a month, and decide what to do and then write lots of letters.

Second reason. This is definitely tacky, but I feel so guilty when I stab someone who is right there. It's bad enough when I stab somebody in a PBM game and the guy calls me up. In person, I just can't stand to see the pain in the guy's eyes and hear those dreadful words, "Why, oh why did you do it? You seemed so nice!" I always give in and reconsider what I've done. By mail I'm a much stronger player because I don't have to face a victim and I won't back off if he tries to lay a guilt trip on me.

Also, when a group of PBM dippers gets together, it seems like such a

waste of time to spend hours playing a game, when the time could be put to better use getting to know each other personally. As Russ Rusnack said upon his return from DipCon, "for me this was more or less nothing more than a three day party and a good one at that". My sentiments exactly. A Con is a good place to have a good time and get to chit-chat about anything and everything. Why, my biggest thrill was telling Bill Becker that I could've killed him...I was one short on the DipCube, and was about to give up when I finally found the Aegean (not without help, I might add).

Mark Larzelere made a similar comment, that he'd much rather go to a ByrneCon because it is so personal, and at DipCon there just isn't enough time to talk to everyone. I know the feeling. I spent most of my time talking to the Chicago & Madison crowd, and that was after playing Dip for 7 hours and attending a 2-hour DipCon Society meeting. Sleep is a forgotten word at these conventions, as any time you're not on a board, you're kibbitzing!

I'm sure that there are advantages to FTF, especially if you aren't a really good writer or if you can't stand seeing a game drag out over a period of years! But for me, the advantages far outweigh the disadvantages when it comes to PBM. It is definitely my cup of tea. I'm amazed at how many interesting people I've been able to meet, and how many friends I've made, even if it's not (yet) FTF.

## ALLAN CALHAMER RUMINATES ON THE GAME OF DIPLOMACY

....Mark L. Berch

Every so often the inventor of Diplomacy attends a DipCon; 1983 was such a year. He participated in a panel discussion and in informal conversations afterward. This is more or less a summary of some comments he made.

We began by asking him questions about some of the more common errors in writing orders. Was the failure to give the nationality of the other player's unit in an inter-Power convoy



or support order fatal (for example, Austria in SO1 writes A Vie S A Mun-Trl instead of A Vie S GERMAN A Mun-Trl).? His answer, as it was in 1980 when he was asked the same question, was no.

Next, what about a unit that has no F or A designation? Again, the answer was: not fatal. In both cases, he pointed out, the Rulebook did not require the information in the first place, so leaving it out should not harm the player's orders.

What about the player who mislabels an Army as a Fleet or vice versa? This is probably the single most common error. This one caused him some difficulty, and he gave arguments on both sides. Eventually, though, he said he would not void the order for this error. This question was then repeated for the coastal information. For example, if F Spa-Mid a valid order? Yes. However, if the wrong coast were given (e.g., F Spa(sc)-Mid when the fleet was actually on the north coast), the order was invalid.

Finally he was asked about a unit ordered both to H and S; for example, A Bel S A Hol H, A Hol S A Bel H. Orders of this sort have occurred recently in postal games. Calhamer had a great deal of trouble with this question and his response waffled a great deal. He emphasized, however, that whichever way the GM ruled, he should stick with it and, in particular, not be swayed by a player's arguments as to what he truly intended. Most of his response was obviously thinking out loud, and in the end he did not come down with a definite answer. My impression was that he leaned toward the view that the units were double-ordered (and hence the support was invalid), but other listeners could well have gotten the opposite impression.

Allan emphasized that he was just giving his intentions and opinions, and wasn't trying to lay down the law.

I also got up the nerve to ask about what I consider to be the most significant design flaw in the game; viz., the fact that there is an even number of supply centers (34). This means, for example, that 2 players can agree from the start to split the board 17-17, and neither of them has any intention of going for the win--which is contrary to the goal of the

game, which is try to win. An odd number of centers would of course destabilize any 2-way alliance. His response was to point out that all games have their weaknesses. He accepted the validity of the criticism, and said that when the game was designed, no one thought that games would actually be won. The idea was that people would play for 4 or 5 hours, and then discuss how the game might have concluded, if there had been more time. Plans were sometimes made to resume play at a later date, but it was found that when people gathered together again, they preferred to start a fresh game. So he never thought that the game would get to that point. Postal Diplomacy, which provides potentially unlimited time, hadn't even occurred to them. He also indicated that it was generally assumed that if a player moved into striking distance of a win, all the others would naturally move to stop him. The notion of players settling for second or third was an unexpected (and in his opinion, unwelcome) development.

We also had the occasion to discuss the recurring problem for tournament games; viz., what to do about games which must be curtailed on account of time. He presented an intriguing suggestion: "Allegro Diplomacy". In the last period of time available (e.g., the last 1½ hours) much more rapid deadlines would be used, perhaps 8 minutes for diplomacy and move-writing. This would allow several more game-years to be squeezed in. It would also require, probably, the GM to set official times for the tournament, perhaps with a warning bell when 2 minutes remained, and then an official buzzer, after which nothing more could be written. It might be possible to do this on a more gradual basis. For example, use 9-minute deadlines during the last 1½ hours, and 12-minute deadlines in the preceeding 2 hours, rather than a sudden change. This may prove to be a very practical suggestion, especially since the need for negotiation time tends to fall off as the game gets older, and the temptation by the minor powers to "stall" the game increases. It will be interesting to see how this works in practice; I hope it will be given a try.

# A Modest Proposal

Edward Wrobel

This evening I have been reading a most extraordinary tract written some two centuries ago by Jonathan Swift, regarding the population problem then extant throughout the island of Ireland. Although Mr. Swift's proposed solution may, at first glance, strike the traditionalist as unusual, the case is presented with such eloquence that the most conservative of citizens would admit its value, if not embrace it altogether, and attempt to persuade others of its efficacy.

We in the Hobby today face a difficulty not unlike that which pressed the unfortunate Irish of Mr. Swift's era. Literally each and every day, in some part of our fair land, a new DipZine is born. There are so many zeens available that one cannot possibly hope to digest each and every article and game therein. Indeed certain homes are actually knee-deep in the wretched little zinnies.

Now one may argue that diversity is a good and fine attribute of a modern society and that the proliferation of xyns allows the discriminating reader a choice among the many

excellent and mediocre publications, each reflecting the personality of the pubber--a sort of Diplomatic smorgasbord. Consider, however, that while surfeit satisfies, gluttony stupefies. Further, a idzzying array of choice creates great anxiety. The fen are presented with such a number of choices that application of rational decision-making is impossible. How should one allocate limited temporal and financial resources? Is it worthwhile to analyze each published postal game? To read press? Should one read a few select szines in depth or attempt to sample one and all? How can one be sure that no thing of vital interest or of great titillation is overlooked, that the rough diamond is not cast away with the common stone?

There is a solution. There is a method of identifying the wheat and the chaff.

DipDom should create the full-time position of Flagship Custodian. A salary sufficient to attract and retain an individual with excellent writing and analytical skills (and a fine sense of humor) should be funded by a yearly tithe. All professional expenses will be paid by the Hobby. The FC's duties will include review of all existing zynes. Before a new zeen can be launched, a proposal must be submitted to the FC and a license then secured. Publications which do not gain the approval of the FC will be banned. The ban will be enforced through ostracism.

The FC will be given a mandate to reduce the current unmanageable number of szienis. He or she will also establish, once and for all, the correct spelling of the word "szxiyne".

The objections of those who are captive to the Anglo-American tradition of decision-by-consensus are acknowledged. Evaluation of volumes of information is a task too unwieldy to be placed in the hands of a mere committee. The Hobby has a responsibility to pursue and to provide the very best in periodical literature. We must

(continued on p. 22)



"Hey, guys, I stabbed him first! Don't I even get a nibble?"

# WHAT'S BLARE!

Ask the Hobby Historian #4.....Mark L. Berch

Just last year (1998) the Boardman Number Custodian compiled some statistics on various aspects of Gming. All of that was rather standard fare. What I've dug up for you are some much more out-of-the-way records in the field of Gming.

1. Least Necessary Error Correction. The GM of 1988CX wrote to his players: "In IF WORDS COULD KILL #33, France was listed in Fall 1904 as being at '10 centers'. That should have read '10 centers'. I will try not to confuse the Zero and Capital O keys in the future. I trust that a deadline delay will not be needed."

2. Most Order Changes by a Single Player in a Single Season. Derek Finnee reported that the Russian player submitted 132 changes for FO6 in 1991RX. "Not a day went by without at least one change. In the last 2 days alone, I got 7 letters, 3 telegrams, and 5 phone calls, the last of which contained 4 separate order changes. In the end, he guessed wrong in all 3 of his fronts."

3. Earliest Gming Error in a Game. At the start of 1992LR, the GM, as was his custom, listed the units in their starting positions. Unfortunately, that included "F Con, A Ank, A Smy". No one noticed this WOO error. Alas, the Turkish player was a complete novice. He struck a deal with Russia that no one would move to Black Sea in SO1 and opened F Con-Aeg. What a mess that turned out to be.

4. Cruellest GM. Roger McVale harbored a grudge against Jeff Smithsen for a stab in a game, and when (a year later) Jeff signed up for a game in Roger's 'zine, he decided on revenge. To show that there was no hard feeling, he waived the game fee. He gave Jeff Italy, and created false personae for all 6 other countries. He used maildrops to allow himself to write mail for them. Jeff was allowed to grow steadily until he was 1 season away from a win...then suddenly a "brilliant" series of guesses thwarted him. He was then relentlessly pushed back until he was down to just Naples. He then was allowed to start

growing again. Jeff was on the 3rd such cycle when he finally caught on.

5. Most Game Openings: 37. Carey O'Markelson figured out that there were 37 "reasonable" openings for France. He wrote his GM, asking which he thought was the best, and wondering how to figure it out. The GM suggested that the best way to find out was to play 37 games as France, and use a different opening in each one. The player agreed, and somehow the GM talked him into forking over 37 \$3 game fees. The GM duly announced 37 game openings, to the guffaws of the rest of the hobby (which did not realize at the time that he had managed to get \$111 out of Carey). Four of these games began, but Carey dropped out of the hobby before any of them actually finished.

6. Least Justified Reason for Removing a Player. Few GMs took their Gming responsibilities as lightly as the GM of WHAT THE HELL?, who once removed a player "so we can get someone who knows how to play Germany into this game".

7. Latest Orders Ever Accepted. Orders for FO9 in 1986NC were accepted although they were 3 years and 22 days late. The GM had a HR stating, "If orders are postmarked at least 10 days prior to the deadline, and arrive late, they will still be accepted provided that the deadline for the next season has not already passed, since that would require a replay." The German orders, postmarked 2 weeks prior to the deadline arrived in an envelope stamped, "Found in machinery thought to be empty." As it happened, the German NMR had permitted the French player to win in FO9, so there had never been another season. The GM then re-adjudicated the FO9 season with the German orders, which left the French player with only 16 centers. Three of the four players were located, a replacement player was found, and the game was resumed. It ended in a F-G

draw.

8. Strictest Rulebook Stickler. The HRS of SEVENTEEN IS NOT ENOUGH contain the following: "Only 15 minutes are allowed for diplomacy and that includes time to proof-read your letters, address the envelope, etc. If someone challenges you, I will assume you can type at 100wpm and hand-write at 50wpm unless you can demonstrate that you are faster than that." The GM also prevented pre-adjustments diplomacy by always requiring adjustments be included with the Fall orders. 17INE is a strange 'zine in some other ways, too.

9. Earliest Harrassment of a GM. Todd Rawloff believed in giving the maximum flexibility for diplomacy, so he announced the lineup of 7 players and then set a deadline for getting in country preference lists. The players all got together and submitted 7 identical lists.

10. Strangest End of a GM-Player Dispute. There have been some odd ones, but I'd give the nod to 1993CC. The GM said from the start that he'd be doing commentary on the game, and starting in SO4 he began very heavy criticism, ridicule really, of the Austrian player's orders, diplomacy, etc. At the same time, the Austrian player decided to retaliate by complaining about the GMing, which was truly horrendous. This he did in his press. By FO5 this had reached a fever pitch, with the GMing turning the game into a farce (SO6 had to be replayed twice) and Austrian bungling ruining his position. In the FO6 remarks, both the GM and the Austrian said, in effect, that an imbecile could do a better job than the other was doing. The exasperated Italian player suggested that the Austrian take over the GMing and the GM become the Austrian player of record. The game, he pointed out, was a total farce already, so how could the switch make things worse? It was done, and the rest of the game was GMed nearly perfectly, ending in an Austro-Italian draw.

11. Fastest Moving Postal Game. In 1988AQ: 1913, 1914, and 1915 were all played in the space of 1 month. The game was temporarily stalemated, and to break it, the Russian player

had to build F StP(nc) and bring it into Wes. Since nothing else was moving during that time, the GM called for all 6 seasons to be submitted by the deadline date. The players cooperated, and thereby saved about 5 months real time.

12. Fewest GMing Errors by a Long Term Publisher. Mark Berch began publishing in 1977 and has yet to make a GMing error.

#### A modest PROPOSAL

(continued from p. 20)

not give ourselves over to mediocrity, the only quantity a democracy is capable of producing.

The key to the success of this grand endeavour is the identity of the FC. An individual of quality will select a population of publications of quality. Although I myself will not seek the position, I would accept it, should the Hobby wish to offer me the opportunity. May I point out that my years of government service, my very obvious communicative and analytical skills, and my innate sense of fairness and proportion would be of inestimable value in the attainment of this laudable goal, the elevation of DipDom to...excellence.

((Ed Wrobel is editor of POLITESSE and a leading light of the Diplomacy community about the D.C. area. He is said to be very charming and devious ...and ambitious, it would seem. Full-time paid position, indeed!

((It was a great pleasure to edit Mr. Wrobel's article, so as to bring it to a state of readability. It was a considerable struggle, but we did manage.

((While Mr. Wrobel's qualifications for the FC job are no doubt manifest after your kindly Editor's tender ministrations to his article, it seems to us that another individual might be perhaps better qualified for the job.

((Namely, your kindly Editor. Of course, we do not seek this position any more than Mr. Wrobel seeks it, but we beg to point out that as a government servant Mr. Wrobel would naturally expect more bucks than would, say, ourself.))

# A DIPLOMACY CHRONOLOGY<sup>23</sup>

Fred C. Davis, Jr.

((As part of the hobby-wide tribute to Diplomacy's quarter-century, DW offers this chronology of the hobby. As Fred points out, it is necessarily not exhaustive. Furthermore, as is usual in DW, there will have been some slight editorial tampering with the urtext in the interest of brevity. As you will see, this thing is huge, but it is very informative. Carry on, Fred!))

This is more or less an informal record of the Postal Diplomacy Hobby in North America, with some events from Europe included. There is an emphasis on "firsts" and on items having current relevance. Thanks to the many people who assisted me in obtaining this information, including but not limited to (in alphabetical order) Mark Berch, Doug Beyerlein, Simon Billenness, Pete Birks, Ron (Canada) Brown, Walt Buchanan, Larry Peery, and Rod Walker. It was not possible to include every item submitted by them. Decisions on what to include were based on my own idiosyncrasies and on the amount of space available in DW. We have attempted to place the events listed within each year in chronological order, but this cannot always be determined, or may not always be relevant. Readers are welcome to offer corrections or additional items for inclusion. Permission to incorporate entries from the "Diplomacy Chronology" by Peery & Walker, printed in XENOLOGIC, Oct. 1982, has been granted by the authors.

Certain abbreviations have been used in this Chronology, to wit:  
BNC = Boardman Number Custodian  
CDO = Canadian Diplomacy Organization  
GRI = Games Research, Inc.  
IDA = International Diplomacy Assn.  
IDHOF = Int'l Diplomacy Hall of Fame  
MNC = Miller Number Custodian  
NAVB = North American Variant Bank  
N3FGB = Nat'l Fantasy Fan Federation Games Bureau  
NGC = National Games Club (U.K.)  
OGP = Orphan Games Project  
TDA = The Diplomacy Association  
UKVB = United Kingdom Variant Bank

1958

First version of Diplomacy designed & play-tested by its inventor, Allan B. Calhamer. It was based on ideas which originally occurred to him in 1954.

1959

First commercial version of Diplomacy put out by Calhamer and sold out of his home. It was basically similar to the modern version. Each piece was numbered in gold leaf; the English pieces were tricolored. Reportedly, only 500 such sets were manufactured.

1960

1. Diplomacy sets first commercially marketed by GRI of Boston MA.
2. E. Patterson NJ Diplomacy Club formed, one of the earliest such clubs. Many players in John Boardman's first game were members. (See 1963-1.)

1961

San Diego Diplomacy & Cheap Beer Warehouse formed by Conrad von Metzke, Hal Naus, Rod Walker, and others. First California FTF Diplomacy Club.

1962

First attempted postal Diplomacy game, started by Conrad von Metzke in MONGO, November 1962. Game was abandoned after Winter 1902. (("Mongo" was not a 'zine name in the usual sense of the term, and "Winter" was not used in this very early game. ...rw))

1963

1. GRAUSTARK founded by John Boardman (Brooklyn NY). Runs first completed postal Diplomacy game, 1963A. (Still publishing, GRAU is the oldest postal Diplomacy 'zine in the world.)
2. Boardman Numbers--originally called "Graustark Numbers"--established by John Boardman to keep track of postal games. Announced in GRAU #11, Oct. 1963. Nomenclature is similar to that used by astronomers to designate new comets. John becomes first Boardman Number Custodian, serving in that post until Aug. 1967.

1964

1. Youngstown University Diplomacy Club founded by John Koning, John Smythe, and others. They designed the Youngstown Variant, the first ten

player variant game, around 1966.

2. Diplomacy played at L.A. Science Fiction & Fantasy Society. Several SF fans, including some fanzine publishers, join the hobby (including Jerry Pournelle, now a leading sf author).

3. Concept of running more than 1 game per 'zine is introduced by Steve Cartier (publishing under the name of "Dan Brannan") in WILD 'N WOOLY.

#### 1965

1. Don Miller (Wheaton MD) publishes DIPLOMANIA, which began as a supplement to a sf fanzine he published for a Washington DC sf club. Don conceived the idea of classifying variants by a letter code. When these were used to keep track of variant postal games, they were named Miller Numbers, and Don became the first MNC, 1965-1971. His "Middle-earth II became the first postal variant game, 1965Ae and was the first published variant (in GRAUSTARK).

2. John Koning (Youngstown OH) founds stab, considered one of the top early 'zines. It was a combination of two formerly independent 'zines (his MASSIF and John Smythe's TRANTOR) and introduced the subzine concept.

3. N3FGB headed by Don Miller...a spin-off from sf fandom. Miller appoints Jack Chalker (now a well-known sf writer and editor) to chair the Diplomacy Division (this was taken over by Rod Walker in 1969).

4. BROBDINGNAG transferred to the editorship of John McCallum, thus becoming the first Canadian 'zine.

#### 1966

1. International Diplomacy Federation (IDF) proposed by Von Metzke, Naus, Walker, and Bob Ward in CA, as the first national hobby club. Never activated.

2. Concept of "Bourse" games conceived by Don Miller. Subsequently proposed by Allan Calhamer in 1969.

3. Charles Reinsel (PA) establishes Big Brother Rating System, the first player rating system (named for his 'zine, BIG BROTHER).

4. DipCon I held in Youngstown OH, hosted by John Koning in his home, 31 Aug 1966. (DipCon II was held at the same location in 1969.)

5. EREHWON founded by Rod Walker (then stationed in Fremont NE). One

of the leading 'zines in the early days of the hobby, it achieved the odd distinction of getting to issue #99 but never published #100.

6. Postal Diplomacy independently invented by Eric Just and Jeff Key of Oklahoma City OK. They discovered, and joined, the mainstream the following year.

7. Rod Walker published "Imperialism VII", a variant. This design was actually created in 1963, but not published then, and lost the honor of being the first published variant.

8. DIPLOMANIA becomes a non-game 'zine, devoted solely to the discussion of general hobby matters & variants, the first such publication in the hobby. It was the leading discussion journal (with BROBDINGNAG) of its era.

#### 1967

1. XENOLOGIC founded by Larry Peery (San Diego CA). Second oldest postal Diplomacy 'zine still publishing (4-year hiatus, 1977-1981).

2. EFGIART founded by Doug Beyerlein (Seattle WA). Third oldest Diplomacy 'zine still publishing.

((Ed. note: Actually, EREHWON is also still publishing, and is up to #113, so all these figures will have to be upped by 1, since EREHWON is the 2nd oldest active 'zine. It carries the DW Demo Game to the players. ERE still has not published #100!))

#### 1968

1. John Koning serves as BNC from March 68 to October 69. His reports were carried in his own 'zine, stab, with a final report appearing in HOOSIER ARCHIVES.

2. Rod Walker begins writing a regular column on Diplomacy in SPI's magazine, STRATEGY & TACTICS.

#### 1969

1. Walt Buchanan establishes the "Hoosier Archives" (Lebanon IN), a repository for all Dipzines. All publishers requested to send copies of their 'zines, and almost everyone does. Walt publishes a 'zine, also called HOOSIER ARCHIVES, in connection with this project and also runs Demonstration Games with leading players. HA originally reprinted articles but eventually published originals, and is the direct ancestor of DIPLOMACY WORLD. ((Rod Walker's complete



bibliography of all known Dipzines, "Bibliologia", was first published in 1969 and was updated every year thru 1972. As a side note, I'm fairly sure Walt Buchanan did not enter the hobby until 1970, but the entry will stand here where Fred put it since I'm not positive. H.A. first appeared in 1971.))

2. Don Turnbull (Manchester, England) introduces Postal Diplomacy to Britain in his 'zine ALBION. (Its successor, COURIER, is still pubbing.)

3. Rod Walker becomes BNC. Serves from Oct 69 to Oct 72. NUMENOR founded as multizine for publications of Walker & von Metzke, but in 1971 becomes solely the vehicle for BNC reports. It was the direct forerunner of EVERYTHING.

### 1970

1. DipCon III hosted by Jeff Key in Oklahoma City.

2. PONTEVEDRIA, the first 'zine devoted only to listing hobby-wide game openings, published by Rod Walker. (Folded in 1972 but resumed in 1981.)

3. GRI begins putting a list of postal Diplomacy GMs in the Diplomacy game box in an effort to recruit more players for postal play. This flyer was written by Rod Walker and inserted in the set following his suggestion to John Moot, President of GRI.

4. OGP founded by Rod Walker, the first orphan placement service in the hobby. Originally under the aegis of the N3FGB, it became a function of the BNC in 1971 and an independent project in 1972. Became defunct during 1979-80 and was replaced by the U.S. Orphan Service. ((However, for purposes of continuity, the "OGP" name is still being used by the USOS.))

### 1971

1. Tony Pandin (Cleveland OH) takes charge of the N3FGB Diplomacy Division and begins to reorganize it as an independent Postal Diplomacy Congress. This is not successful and the N3FGBDD ceases to function.

2. Michel Feron produces first French language Dipzine, MOESHOESHOE, in Belgium. Michel continued active in publishing until 1983; his last 'zine was CHANTICLEER.

3. TDA founded by John Beshara, Edi Birsan, and John Boardman in NY. Beshara was Chairman. The first Board of Directors, as announced in the

club's 'zine WAZIR (May 1971) also included Walt Buchanan and Jerry Model. The Chairman's refusal to publish membership lists or treasury reports resulted in the resignation of all officers except Beshara and Boardman. Defunct after 1973.

4. Revised Diplomacy Rulebook published by GRI. (Previous editions... 1959 Calhamer, 1961 GRI, 1966 GRI, the last adding nothing but 2 examples.) Rules were rewritten by Allan Calhamer, with assistance and advice from John Beshara, John McCallum, and Rod Walker.

5. First Beyerlein Player Polls, run by Doug Beyerlein and reported in HOOSIER ARCHIVES. In the May poll, John Smyth and John Beshara tied for best player; Brenton Ver Ploeg won the September poll.

6. Institute for Diplomatic Studies (IDS) established by Larry Peery in San Diego.

7. DipCon IV held in San Diego CA, hosted by Larry Peery and Rod Walker.

8. Philmar, Ltd., begins producing Diplomacy sets in the U.K. under license from GRI. Board differs from the U.S. board in design and coloration (but not essential details) and the pieces contain new colors...pink for England and mauve (or lavender) for Russia. The pieces are plastic shells and ships, rather than wooden blocks, for armies and fleets.

9. ETHIL THE FROG produced by John Piggott (England). One of the largest 'zines of the era, it featured somewhat acidic editorials and a lively letter column.

10. TERMINUS, a listing of all regular postal games completed to that date, is prepared by Walt Buchanan and published by Tony Pandin. Complete supply center charts were shown for all completed games.

### 1972

1. IDA established as a hobby-wide player's organization. Founders include Edi Birsan, Walt Buchanan, Larry Peery, and Rod Walker. Peery was Acting President. Birsan was the first elected President, effective Jan 73. Bimonthly newsletter, DIPLOMACY REVIEW, was ably edited by John Boyer. The Birsan-Boyer era (1973-1976) was a very successful one for the IDA.

2. British Diplomacy Club founded by Graeme Levin. Succeeded by NGC, 73.



3. BUSHWACKER founded by Fred Davis (Baltimore MD) as a 'zine devoted entirely to variants, many of his own design. Now the 3rd oldest continuously published 'zine in N. America.

4. IMPASSABLE founded by John Boyer (Carlisle PA). Rated best 'zine on some mid-70s polls. Reached a circulation of 150, one of the highest known for N. American 'zines. Also published a variant 'zine, LOST HORIZONS.

5. DipCon V held in the Serman Hotel in Chicago, hosted by Len Lakofka. This was the first really national DipCon and was a big boost to IDA. It was also the first of a long series of DipCons in the Chicago Loop (1972-75).

6. IDA announces Annual Awards will be made for Best 'Zine, Best New 'Zine, Best Variant 'Zine, Best GM, and a Hobby Service Award. Initially called "Johnny Awards", the name was changed to "Calhamer Awards" in 1973.

7. British 'Zine Poll begun by Richard Walkerdine in his 'zine MAD POLICY, to rate U.K. 'zines.

8. Conrad von Metzke becomes BNC (Oct 72-Oct 74). Founds EVERYTHING as his 'zine to report BNC statistics. Early issues also carried information on lists of active publishers, meaning of zines' names, etc. ('Zine name has been used by all subsequent BNCs.)

9. DOLCHSTOSS founded by Richard Sharp (England). As the NGC 'zine, it became the largest and most influential British 'zine of the era. Included a wide range of other games, such as Bridge, Chess, Scrabble, and other wargames, which later became quite common in U.K. publications.

#### 1973

1. First Postal Diplomacy Census prepared by Ray Bowers in Jan. Finds 750 hobbyists in U.S., 107 in Canada, 89 in Britain, 73 in rest of the world, for a total of 1019. Nearly 1/3 of all U.S. players are in CA (183) and NY (96).

2. Midwest Organized Wargamers (MOW) publishes MOW VARIANT PACKAGE, the first printed softcover book of Diplomacy variant rules and maps. It was first on sale at DipCon VI in Chicago's Bismarck Hotel.

3. Who's Who in Postal Diplomacy written and published by Larry Peery.

4. IDA produces first of 5 annual DIPLOMACY HANDBOOKs, bringing reprints and original articles on strategy and

tactics, diplomacy, hobby history, statistics, and humor to the players. Edited by John Boyer in 1973 & 74, Scott Rosenberg in 75, Greg Costikyan in 77. In 76, then President Len Lakofka produced a PUBLISHER'S (How to) HANDBOOK instead.

5. Len Lakofka (Chicago) begins "Rogue's Gallery" player rating system in his 'zine, LIAISONS DANGEREUSES. This continued to 1976.

6. OGP turned over to Greg Warden by Conrad von Metzke.

7. North American Diplomacy Players Surveys begun by Lew Pulsipher (MI & NC), publisher of BLOOD & IRON. Survey #1 had 158 respondents; #2 (1974), 171. Results, covering all aspects of the game and hobby, were published in DIPLOMACY WORLD and the 1975 IDA DIPLOMACY HANDBOOK.

#### 1974

1. DIPLOMACY WORLD founded by Walt Buchanan as the first semi-pro hobby-wide 'zine, to serve as a hobby forum and communication aid. D.W. listed game openings and other general info, and carried Demonstration Games (carried over from HOOSIER ARCHIVES), which showed some excellent play to readers. Circulation eventually reached 600+.

2. First Canadian French-language 'zine, BATOCHE, produced by John Leeder (Ontario & Alberta).

3. Mensa Postal Diplomacy Special Interest Group founded under the aegis of American Mensa, Ltd., by Don Horton --publisher of CLAW & FANG (Sacramento CA)--and Fred Davis. First All-Mensa game, 1974M, ran in CLAW & FANG.

4. IDA Diplomacy Census prepared by Paul Boymel (Washington DC). Showed 650 players in U.S., 95 in Canada, 345 in U.K., and 36 in rest of world, a total of 1126. Boymel stated that the Census was incomplete.

5. NAVB becomes operational under Dan Gallagher (Alexandria VA) after preliminary collecting work and cataloging (1972-1974) by Dick Vedder (San Diego CA).

6. UKVB established by Hartley Patterson.

7. Robert Sacks (NY) becomes MNC (and serves 3½ years). Starts LORD OF HOSTS to report MNC statistics and news. (This title used by next 3 MNCs also.) Starts column called "Known Variant Game Openings" in LOH to carry

news of openings for Diplomacy variants & games similar to Diplomacy. ((KVGGO later became a separate publication. When Sacks was appointed Game Openings Editor for D.W., he began to include regular game openings and dropped the word "Variant" from the title. KGO is still active.))

8. DipCon VII, again hosted by Len Lakofka, held at LaSalle Hotel, in Chicago.

9. Walter Luc Haas (Basel, Switzerland) introduces Diplomacy to the German-speaking world in BUMM. He translates rules into German and establishes the Central European Variant Bank.

10. Doug Beyerlein (San Francisco CA) becomes BNC. Serves Oct 74-Oct 77. Becomes first Custodian to keep the 'zine name of his predecessor (EVERYTHING). Marie Beyerlein becomes co-Custodian in May 75.

11. Diplomacy Variant Committee formed as an arm of the IDA, to coordinate variant activities. Robert Sacks appointed Chairman. Sacks later established the DVC as an independent body. Now largely inactive.

#### 1975

1. Canadian Diplomacy Organization established to take care of Canadian hobby affairs. Still active.

2. DipCon VII, sponsored by Gordon Anderson, held in Chicago's Midland Hotel. Cash prizes "awarded" by Anderson to Tournament winners, but all checks bounce. ((In 1976 Anderson announces plans which would force DipCon to remain in Chicago permanently and then disappears from the hobby. Meanwhile, the hobby moves DipCon out of Chicago.))

3. DipCon Site Committee established by IDA as a body to select sites of future DipCons. (Became the independent DipCon Society in 1978.)

#### 1976

1. Avalon Hill Game Co. (Baltimore MD) purchases commercial rights to Diplomacy from GRI.

2. Waddington's House of Games (Toronto, Ontario) takes over production of Canadian Diplomacy sets, under license from Avalon Hill.

3. DipCon IX held in Baltimore MD, as part of Origins II, sponsored by Avalon Hill, under a new plan to rotate the DipCon site around N. America. AH introduces a new 3-piece mapboard and 1976 Rulebook. (This contains no

changes beyond copyright information & correction of a typo error.)) (The new mapboard contained a design error cutting Ion off from Eas, but this was quickly corrected.))

4. New IDA Constitution, written in an attempt to make the organization run more efficiently, finally passed, after considerable opposition.

5. CDO produces a Novice Packet called CEPHEIDS, edited by Robert Correll. Also available in the U.S.

6. Pete Swanson edits a U.K. Novice Package, THE TANGLED WEB WE WEAVE.

#### 1977

1. John Leeder, publisher of RUNESTONE (Calgary, Alberta) starts the North American 'Zine Poll. In 1978 he adds a GM Rating Poll. These become the most respected polls in N. America, 1977-1982. They are now known collectively as the Runestone Poll, currently run by Ron Brown (Ottawa, Ontario).

2. DIPLOMACY DIGEST begun by Mark Berch (Alexandria VA). It is a 'zine featuring reprints of articles from other 'zines, plus commentaries on various hobby topics.

3. BRUTUS BULLETIN founded by John Michalski (OK) to run 2-week games. (By this time, all other 'zines had gone to 3-, 4-, or even 5-week deadlines.) Featured intense, controversial, and unedited letter column.

4. First EuroCon held by British players. EuroCons are an annual combination of gaming and vacation, held somewhere outside the U.K. Theoretically centered on FTF Diplomacy, but wining, dining, and sightseeing often prevail.

5. DipCon X held in Lake Geneva WI as part of GenCon, hosted by TSR.

6. Conrad von Metzke (San Diego CA) takes over as Editor of DIPLOMACY WORLD, beginning with #16. Produces 4 issues; Rod Walker is co-Editor.

7. Cal White (Toronto, Ontario) becomes the first BNC living outside the U.S. Served Nov 77-Oct 78.

8. An Introduction to the Strategy & Tactics of Postal Diplomacy written by Larry Peery. The first book on Diplomacy (soft cover). ((Begun in 1977, completed in 1979.))

#### 1978

1. The Game of Diplomacy, by Richard Sharp, published in Britain by

Arthur Barker, Ltd. This is the first commercial hard-cover book on the game.

2. DipCon Society becomes independent entity. Begins program of soliciting bids for future DipCon sites.

3. Diplomacy Games & Variants, by Lew Pulsipher. A soft-cover book published in Britain by Strategy Games, Ltd. Contains several beautiful variant maps. Rules range from simple to extremely complex. Still in print.

4. Dermot Garvey (Cork, Ireland) completes first computerized list of variants, with over 500 entries, for the World Variants Society (a short-lived group composed of variant bank custodians and fans). This list was the basis for the ultimate reclassification of variants in the ARDA Catalog in 1980.

5. IDA Novice Package prepared by Craig Reges (Bensenville IL).

6. DipCon XI held in Northridge CA (near L.A.), as part of GlasCon.

7. Peter Calcraft and Robin Hood produce 25 YEARS ON, a listing of UK Diplomacy 'zines.

8. Two back-up Variant Banks are established when NAVB's Custodian, Dave Kadlec, becomes inactive. These are NAVB-West (Rod Walker) and NAVB-East (Fred Davis). Walker subsequently obtains the original bank from Kadlec and becomes NAVB Custodian (1979).

9. Dennis Agosta and his wife, Bernadette, become co-BNCs in Oct 78 and serve to Feb 80. Bernie does most of the work and is de facto BNC.

10. North American Diplomacy Census prepared for the IDA by Andy Cook & Fred Davis. Shows 681 hobbyists in U.S. and 129 in Canada (total of 810). Of these, nearly 40% are in CA (91), NY (94), and IL (60).

#### 1979

1. Diplomacy Central Gamestart Service established for British players by Richard Hucknell, editor of FALL OF EAGLES (Nottingham, England).

2. Gamer's Guide to Diplomacy written by Rod Walker and published by Avalon Hill. This soft-cover book is the most widely circulated American publication on Diplomacy.

3. Diplomacy "ORChives" established by Scott Marley (Santa Ana CA) to hold Diplomacy 'zines published after May 1978. Largely inactive after 1980, & not officially replaced. (Hoosier

Archives continues to hold all Dipzines for the period 1963-May 1978; and there are some private collections which are fairly complete.)

4. Jerry Jones (Pasadena CA) takes over as Editor of DIPLOMACY WORLD. Produces 7 issues.

5. Dragon's Tooth Rating System for postal players first published in DW #22. Compiled by Steve McLendon and Bob Sergeant. 2nd edition, in late 1981, covered all regular games completed between Jan 75 and Oct 81. Top 5 players on that list were: Dave Crockett, Bill Hart, Ralph Morton, Mark Berch, Randolph Smyth.

6. DipCon XII held in Chester PA, on campus of Widener College, as part of Origins '79. New DipCon Society Charter adopted, giving Administrative Committee more authority. Ben Zablocki won the tournament.

7. VOICE OF DOOM founded by Bruce ("Brux") Linsey (upstate NY), a 'zine which enjoys controversy (VOD and BRUTUS BULLETIN were the 2 N. American 'zines producing the greatest number of pages per year in 1979).

8. COMPENDIUM, a list of all British 'zines and hobby services, begun by John Hopkins. Taken over by Paul Simpkins, 1980-81.

#### 1980

1. Mike Mills (upstate NY) publishes first edition of the 'ZINE DIRECTORY, listing names & addresses of all N. American 'zines, publishers, and furnishers of services. Subsequent issues also included many British and Continental 'zines.

2. U.S. Orphan Service founded by John Daly (NC), publisher of DOGS OF WAR, and Dick Mardin (MD), publisher of RETALIATION, to rescue orphan games. (The prior orphan service, OGP, had become defunct.) Kathy Byrne replaced Martin in 1981.

3. Lee Kendter, Sr. (Philadelphia) serves as BNC, Feb 80-May 81.

4. VARIANTS & UNCLES, a 'zine devoted to printing the rules & maps of Diplomacy variants, published by Steve Agar in England. (Function taken over by Andrew Poole, in OUTPOSTS, in 1981.)

5. DipCon XIII held at Oakland U. in Rochester MI as part of Origins '80. Carl Eichelberger won the Tournament.

6. PASSCHENDAELE, by François Cuerrier (Ottawa, Ontario), produces a 100-page 'zine in September. Set record for some years as largest single issue of a 'zine produced in N. America.

7. IDA disbands due to irreconcilable differences between elected officers (and the hobby's loss of interest in the concept of a unified continent-wide club). The treasury is disbursed, but not without difficulty, to selected hobby Custodians.

8. SUPERNOVA, the North American Novice Package, is compiled and edited by Bruce Linsey (Albany NY). Most extensive Novice Package ever written, it contains contributions from many hobby members.

9. THE NOVICE PACKAGE, for British novice players, edited by Paul Simpkins.

10. NAVB issues a reclassification of all known Diplomacy variants into organized categories, published in the ARDA Catalogue, which is updated regularly. This followed a great deal of preliminary work on variant reclassification by Conrad von Metzke, Fred Davis, Dick Vedder, and others (USA), Der Garvey (Ireland), and Hartley Paterson and Andrew Poole (UK).

11. North American Diplomacy Federation (NADF) established as a hobby umbrella service organization. Almost all N. American providers of service join voluntarily. Rod Walker is first President.

12. Lexicon of Diplomacy is produced by Mark Berch as a special issue of DIPLOMACY DIGEST. This defines about 500 Diplomacy terms, including openings, tactical ploys, organizations, variants, tricks, famous press bylines, hobby cant, and publishers' jargon. Followed by Son of Lexicon, 1982.

#### 1981

1. Rod Walker becomes Editor of DIPLOMACY WORLD. Larry Peery becomes co-Editor. Circulation figures begin to rise again (1982).

2. EUROPA EXPRESS founded by Gary Coughlan (Memphis TN). Designed to promote international hobby contacts and international games. Voted "Best 'Zine" on all polls in 1982 (and thus far in 1983 as well).

3. British Diplomacy Central Game-

start Service taken over by Tom Tweedy (Amersham, England).

4. Don Ditter (Stamford CT) becomes BNC Jun 81 and serves until Jun 83.

5. MidCon 4, British FTF Diplomacy Tournament, now established as the major annual convention there.

6. DipCon XIV held in San Mateo CA, near San Francisco, as part of PacificCon. Ron Brown (Calif.) won the tournament.

7. John Leeder succeeds Greg Costikyan as MNC, serves until late 1982.

8. Mark Larzelere (MD), publisher of APPALLING GREED, begins Marco Poll, to select the 5 best 'zines and 5 best GMs of the year, using a voting system which eliminates grudge votes.

9. John Caruso (Flushing NY), publisher of WHITESTONIA, starts W. Poll to select Best Regular and Variant Players and Best Hobby Writers for the year. Top 3 players for 1981 are Kathy Byrne, Ron Brown (Calif.), and Jack Masters.

10. THE ZINE OF LISTS, edited and published by Al Person (WV), publisher of JUST AMONG FRIENDS.

11. Avalon Hill introduces plastic star & anchor pieces in lieu of traditional wooden blocks in their Diplomacy sets.

#### 1982

1. Simon Billenness (Surry, England) produces 20 YEARS ON, new title for British equivalent of the 'ZINE DIRECTORY. Lists all British 'zines and services, and some American and continental ones. Issued at regular intervals.

2. IDHOF established by Larry Peery, with hobby-wide support. First seven inductees were: Edi Birsan, Walt Buchanan, John Koning, John McCallum, Don Miller, Hal Naus, Conrad von Metzke. (Rules required initial members to be either retired from the hobby or deceased at the time of election.)

3. British hobby expands its Novice Package to include articles on variants and on postal games other than Diplomacy. John Wileman is editor.

4. BLACK & BLUE BOOK (BBB), a regional directory of California PBM & FTF Dip players, is published by Larry Peery. This is the first statewide or regional directory of players

(continued on p. 44)

## D. W. DEMO GAME

GAMESMASTER: Rod Walker  
COMMENTATOR: Eric Verheiden.

((The hard-fighting and treacherous crew of our new Demo Game was introduced lastish. Check out DW #34 for the info on what really scurvy rats we have here. For further proof, let's continue with the game.))

((By the way, our method of game notation is also detailed lastish. If you see something you don't understand, refer to that issue.))

Spring 1902

AUSTRIA (Edi Birsan): A Tri S A Ser, A Vie S A Tri, A Bud S RUSSIAN A Ukr -Rum /nso/, F Gre-Aeg, A Ser S RUSSIAN A Gal-Rum.

ENGLAND (Don Ditter): F Edi-Nrg, F Lon-Nth, F Nwy-Swe, A Bel S FRENCH A Bur-Ruh, F Nth-Nwy.

FRANCE (Lee Kendter): F Bre-Mid, A Par-Bur, F Por H, A Spa-Gas, A Bur-Ruh.

GERMANY (Paul Rauterberg): A Hol-Kie, A Boh-Mun S by A Ber, F Den-Ska.

ITALY (Larry Peery): F Nap-Ion S by F Tun, A Ven-Trl, A Trl-Boh, A Mun-Sil /d/.

RUSSIA (Konrad Baumeister): A War-Sil, A Gal-Rum S by A Ukr, F Swe-Den, F Sev-Bla.

TURKEY (Mark Berch): F Con-Aeg, F Smy-Eas, F Ank-Bla, A Rum S RUSSIAN A Gal-Bud /nso/ /d/, A Bul-Ser.

Fall 1902

AUSTRIA: A Tri-Alb, A Vie-Trl, A Bud-Gal, A Ser-Bul S by F Gre. Owns: Bud, Tri, Vie, Gre, Ser, Bul (6). B F Tri.

ENGLAND: F Nrg-Nwy, F Nth-Den, F Swe-Den, A Bel S FRENCH A Ruh-Hol, F Nwy-StP(nc). Owns: Edi, Lpl, Lon, Bel, Nwy, StP, Swe (7). B F Edi, A Lpl.

FRANCE: F Mid-Spa(sc), A Bur-Ruh, F Por H, A Gas-Bur, A Ruh-Hol. Owns:

Bre, Mar, Par, Por, Spa, Hol (6). B A Mar.

GERMANY: A Kie-Hol, A Mun H, A Ber-Sil, F Ska-Swe. Owns: Ber, Kie, Mun, Den, Hol (3). D A Ber.

ITALY: F Ion H S by F Tun, A Trl-Ven, A Boh-Sil. Owns: Nap, Rom, Ven, Mun, Tun (4). No change (1 /d/ SO2).

RUSSIA: A War-Lvn, A Rum S AUSTRIAN A Ser-Bul, A Ukr-Mos, F Den S GERMAN F Ska-Swe, F Sev-Bla. Owns: Mos, Sly, Sev, War, Slye, Den, Rum (5). No change.

TURKEY: F Con-Bla, F Eas-Aeg, F Ank-Arm, A Bul-Gre /d/. Owns: Ank, Con, Smy, Bul, Rum (3). No change (1 /d/ SO2, 1 /d/ FO2).

COMMENTARY:

Well, one out of three ain't bad. Despite my predictions, England stuck with France--at least through 1902. Further, Austria allied with Russia instead of Turkey, again at least through 1902. The only bright spot was an apparent developing Austrian attack on Italy.

The eastern situation is certainly the more interesting one. Russia apparently had his choice of allies in Spring 1902--both Austria and Turkey offered support. He chose an apparent double-cross of Turkey in favor of the Austrian alliance.

The argument used by Birsan probably went something like the following: "Look, I've got Peery in my pocket and you are about to be hit in the north by Ditter. If you persist in sticking with Berch, Austria-Italy can hold you off and even push you back. If you go with me now, I'll stay off your back and hit Italy instead in '03."

Baumeister apparently bought it, perhaps aided by Turkey's somewhat greedy annexation of Rumania (Russia was in possession by the end of '02)

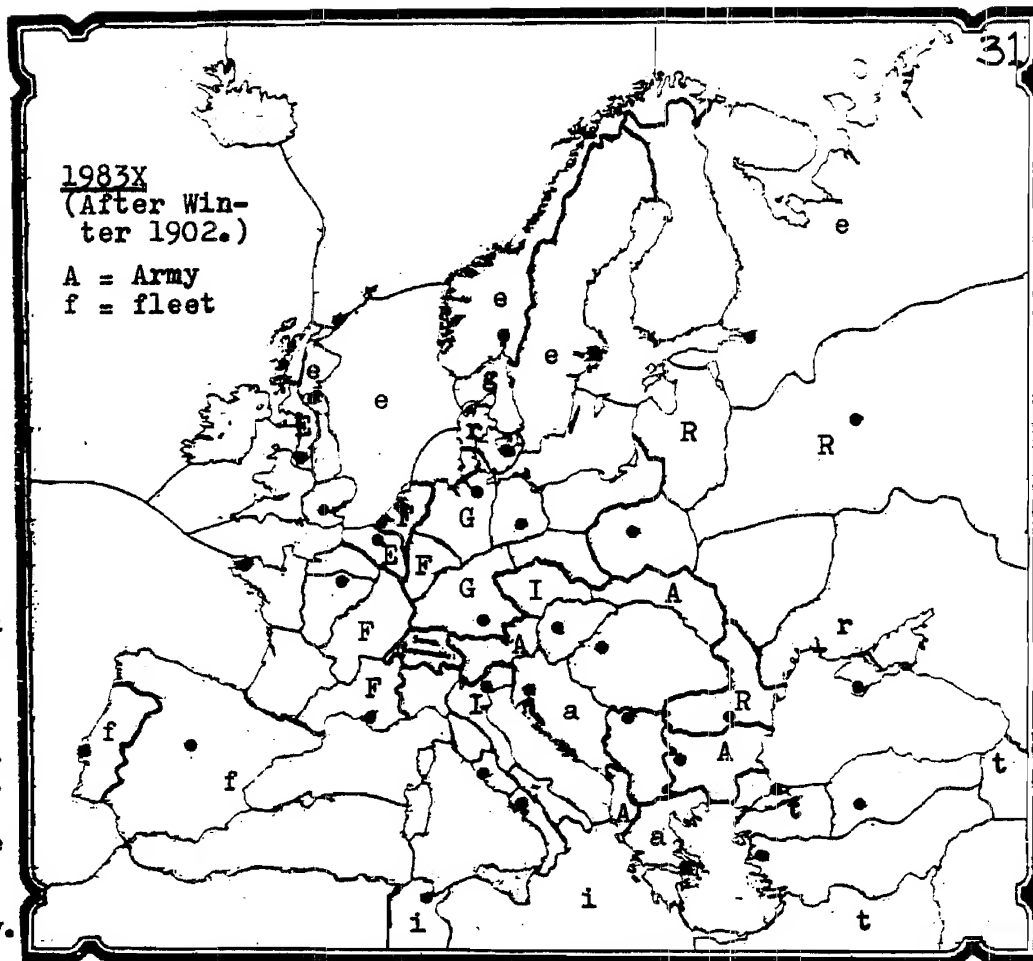
and evident lack of trust in the Black Sea.

For the future? Birsan emerges as the man with options (what else is new?). An attack on Russia is conceivable. Warsaw is open to a potential Fall sneak attack, given a rapprochement with Turkey. Berch would have to swallow junior ally status. Better than nothing, I suppose. F Tri will require a lot of explaining, but a deal with Italy is conceivable. The advantage would be faster elimination of Turkey. However, it is hard to imagine such an arrangement as anything but very temporary.

The western situation is somewhat curious. The alliance between England and France continues, with both sides pursuing very innocuous builds. All the same, Ditter keeps building more fleets (now up to 5) with fewer and fewer places to go. Only Denmark, Kiel, and Berlin remain to be taken in the north by sea. Kendter, perhaps responding to this anomaly, is careful to keep his options open concerning Italy (note the build of A Mar).

Where will all this lead? Well, the alliance can survive one more year while cleaning out Germany and the Russian north fleet. After that, Ditter is more or less out of options and Kendter will also have to commit one way or the other. It should be interesting.

What options are open for the minor powers? For Rauterberg, not much. One more year of Anglo-French alliance will just about finish him off. For Peery, he must either sell his soul (and two Mediterranean fleets) to Birsan or somehow formulate a grand alliance against the evil Birsauron. We'll see. Berch has the best prospects of the three.



With reasonable guesses, he can hold out against Austria/Russia for some time. Only the addition of Italy against him would spell immediate doom and this now seems less likely. Given good luck and pressure from England/France, he may even survive some of his tormentors.

## On Doing Analysis

by E. Blake

((Mr. Blake is a long-time resident of Jamaica NY. For many years he served as alter ego to John Boardman, the editor of GRAUSTARK. He has played in only one postal Diplomacy game, 1964C, in which he was Turkey and Dr. Boardman was England. Since the orders for both countries were written by Boardman...Blake being only a pseudonym in those days...it is only natural that England won the game--the first instance (known) of cheating in postal Diplomacy.

((Since Mr. Blake is not a real



person, he was unable to write his own article in the conventional way. Instead, it was sent as electronic impulses into a home computer...thus revolutionizing Diplomacy literature and obsoleting oudja boards at the same time. For more on computers and Diplomacy, see elsewhere thish. However, let us now turn to the words of Mr. Blake...in the hope that his long prior association with Dr. Boardman has not dulled his sense of honesty and fair play. E.B., come in....))

It is with great distress that we reviewed the opening analysis of the current Demo Game, 1983X. Possibly in all the years of the hobby literature we have concentrated too much on the surface level of tactics and those vile



"First he sort of just asked, you know, and then he begged, and then he pleaded...'Please let me survive'...you know how it goes. So finally I gave in and told him it was OK. He went into all the thank-yous and ended up grovelling on the floor, kissing my feet. And that's when I stabbed him."

ideas of so-called "strategy" which modern writers insist on rooting in the position of the pieces rather than the attitudes of the players. The result has been a development into an analysis form that is more akin to the horoscope of the daily news rag than a serious attempt at providing a benefit for the readership. In these harsh words, let us state now, we do not intend an attack on Eric Verheiden whose recent effort in DW sparked these comments...and from whom we will draw examples for counter comment as a guide to future analysis. Eric, as a highly educatable person, will certainly benefit from access to different views on the style and form of analysis and we are sure he will take this counter comment in the constructive manner it is penned in.

Analysis on the outside in a current game is a rather hard task. One does not have access to the diplomatic overtures and conversations of the players and financial considerations often prevent the much-desired contact by the analyzer with the players. The outsider is then left with the barest indications of what is going on: the actual movement of the pieces on the board. Yet, as any player knows well, the pieces that are vital are the seven players: what they are doing to each other and what they are capable of doing to each other.

We know that we do not have access to what they are doing behind the scenes to each other; therefore, the easy default is to say briefly what they did and make some gamble on what they will do. This puts the analysis firmly on the track of idle speculation and merely allows the author to run around pounding his chest with, "I told you so"--or hiding in future issues behind such lines as, "if he were a good diplomat/player he would have done...".

An analysis should tell you what tactical moves were good or poor within the scope of the obvious tactical situation. It should relate a tactical move to a strategic situation and for purposes of explanation take a future look at the weaknesses or strengths of the moves. For example, in the S01 moves in 83X



the combination of the German move to Bohemia with a Russian move to Galicia must telegraph to all the players that there was an obvious R-G combination here and that therefore England had best try to cement an alliance with France. Likewise the Fall 01 move of Russia allowing Turkey to take Rumania has got to broadcast that in addition to R-G there is R-T to worry about. If France needed any encouragement to ally with England, this would tip him. At this point a strategic analysis would be in order, but it is not the purpose of this article to analyze 83X, but rather merely to point out some different methods.

In projecting what the players will do, as Eric did at the end of his article, he adds nothing for the readership. What should be done is outline the apparent choices before the players rather than to say what they will do. For example, Eric predicts an English stab of France in '02. Instead, he should be saying that England has several choices before him:

(a) A stab of France by moving F Lon-Eng, A Bel-Pic, F Nth-Bel (or H), F Edi-Nrg. This would only be feasible if Germany were to break his alliance with Russia and support England in the north, and would result in a slow campaign against France, since Italy would be forced to support France in Germany and the French fleets are not committed in the Mediterranean. The French could be expected to have a Fleet in the Mid in Spring 02 and a very good possibility of A Spa-Gas. This would stop any easy English pickup of Brest and Paris while the likely move of A Bur-Ruh and A Par-Bur would directly attack Belgium. On the whole it is possible to stab France but the prospects do not look



"You know, the one thing I really hate about these Diplomacy tournaments is the long wait to find a 7th."

good.

33

(b) An attack on Russia-Germany ...etc.

In the "analysis" of the players' abilities, Eric all too often succumbs to the sad temptation to use this as a platform to splatter the reputations of the players. Each game is a new field of glory or failure and the human beings that are tossed into it are so bizarre that to try to speculate on their qualities in the negative is to demean the goal of an outside analyzer. For example the shameless attacks on Birsan. Any good player can and should be a very dangerous ally. Likewise the very ability to know when to stab also means an ability to know when not to. As a BirSauron victim in the past, one cannot hold against him excellent timing, yet one does not have to worry about the stupid or silly stab from such players. A player who is trustworthy to his own strategic good makes for an honest alliance that must advance his cause. Thus good players work harder at the alliance and try to push for the most aggressive and exciting game.

As a parting comment, the analyzer must always choose his words with delicate and positive meanings, and trying to be as sweet and kind as possible. After all, the words you choose this issue may be the words you have to eat next issue.

### The Answer

It seems there was a board gamer who was also a mountain climber. Since the latter activity is not a simulation, of course he kept it secret from the other gamers. One day, he slipped out quietly and went to Nepal to climb K-2, since it was the only mountain with a real name: that is, a name that sounded like a hex on a game board. He climbed up into the snows until he came to a crevasse. There, sitting cross-legged, with arms folded, was a little man who looked like Mark Berch. The climber made obsequies and said, "Tell me, Swami, what is life?"

The Swami remained silent for a time. His eyes glazed and then cleared, and he said, "Life is a poorly designed game."

...Allan B. Calhamer

# THE LEEDER POLL

rbonestone

Randolph Smyth has compiled the results (the initial results, not all the fancy computer-driven extrapolations and ramifications) of the poll which all right-minded people will of course call the Leeder Poll. However, John Leeder insists it be called the Rulestone Poll, so (very grudgingly) we go along.

By the deadline, 76 votes had been received. In order to qualify in the 'zine portion, a name had to receive at least 10 votes; in the subzine, 5; in the GM, 5. This might seem a little high for the vote total ...and indeed, some quite significant hobby names were 1 vote shy of qualifying for the main list. In the lists below, we have shown where these names would fit, but then will print them below the main list, according to the number shown in the blank space.

In addition, 3 'zines received votes both as 'zines and subzines: BERSAGLIERI, FESTUNGS HOF, & HAI! JIKAI! They are all three separate 'zines now, and the first and third received enough votes to be in the main list. F.H. was 1 vote shy, and appears in that sublisting.

The columns in each list are, first, rank; second, name; third, averaged score (scale, 1-10); fourth, total # votes received. Where rankings are duplicated, the figure in column one is not repeated. (\*-ceased)

## NORTH AMERICAN 'ZINES

1. EUROPA EXPRESS	8.13	37
2.*DIPLOMACY BY MOONLIGHT (#1)	8.12	25
3. SNAFU!	7.79	20
4.*JUST AMONG FRIENDS	7.76	21
5. APPALLING GREED	7.74	27
6. SLEEPLESS KNIGHTS	7.73	23
7. THE PRINCE	7.70	31
8. VOICE OF DOOM	7.64	54
9. DOGS OF WAR	7.41	17
10. ENVOY	7.36	11
11. DIPLOMACY WORLD	7.32	48
12. MAGUS (#2)	7.25	24
13. BUSHWACKER	7.15	13
14. WHITESTONIA	7.03	28
15. XENOGOGIC	7.00	16
16. PERELANDRA	6.93	16
17. N. SEALTH, W. GEORGE	6.91	23

18. CHEESECAKE	6.89	20
19. COAT OF ARMS	6.80	31
20. DIPLOMACY DIGEST	6.77	41
MURD'RING MINISTERS	6.77	27
22. ANDUIN	6.72	29
23. PARANOIAC'S MONTHLY	6.66	12
24. LONE STAR DIPLOMAT	6.60	25
25. EVERYTHING	6.46	17
26. MIDLIFE CRISIS	6.40	20
27. EMHAIN MACHA	6.35	17
28. NO FIXED ADDRESS	6.34	23
29. THIRTY MILES OF BAD ROAD (#3)	6.32	25
30.*DAMN THE TORPEDOES RETALIATION	6.15	19
32. ST.GEORGE & THE DRAGON	6.11	18
33. BERSAGLIERI	6.10	19
34. LIFE OF MONTY	6.06	15
35. WINSOME LOSESOME	5.95	23
36. GIVE ME A WEAPON (#4)	5.92	28
37. HAI! JIKAI!	5.88	17
38. IRKSOME!	5.81	27
THE MODERN PATRIOT	5.81	27
40. DOWN 'N DIRTY	5.50	12
YOU KNOW MY NAME,...	5.50	10
42. SHOGUN'S SWORD (#5)	5.30	20
43.*DOT HAPPY	3.72	11
44. BOAST	3.53	13

## The Sublist:

#1. FOL SI FIE	8.00	9
#2. TER-RAN	7.22	9
#3. GRAUSTARK	6.22	9
#4. FESTUNGS HOF	5.88	9
#5. LIBERTERREAN	5.00	9

## NORTH AMERICAN SUBZINES

(#1)		
1. "Mos Eisley Spaceport"	8.36	28
2. "Humboldt"	8.14	7
3. "Mass Murders"	7.66	9
4. "Strange Doings"	7.50	6
5. "Fiat Bellum"	7.47	19
6. "Free Speech Alley"	7.00	6
7. "Kathy's Korner"	6.88	25
8. "Expletive Deleted"	6.77	18
9. "Alex's Column"	6.56	25
10. "Vertigo"	6.40	5
11. "Diplomatic Immunity"	6.33	18
12. "Benzene"	6.12	16
13. "Hoof & Mouth"	5.22	9
14. "Reagan's Youth Newsletr."	5.20	5
15. "Macabre"	4.14	7

## The Sublist:

#1. "Cathy's Ramblings"	8.50	4
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# MORE POLLS

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RUNESTONE  
(THE ~~LEADER~~ POLL CONTINUED)

## NORTH AMERICAN GAMESMASTERS

1. Doug Beyerlein	9.60	5
2. John Daly	9.55	9
3. Bob Osuch	9.42	7
4. Dave Carter	9.00	5
(#1)		
5. Andy Lischett	8.93	15
6. Jim Meinel	8.89	19
7. Mark Larzelere	8.80	15
8. Steve Heinowski	8.33	6
9. Gary Coughlan	8.30	10
10. Ron (CANADA) Brown	8.25	8
(#2)		
11. Jack Fleming	8.20	5
Judy Winsome	8.20	5
13. Bob Sergeant	8.14	7
14. Steve Arnawoodian	8.00	8
(#3)		
15. Mike Mills	7.87	8
16. Tom Mainardi	7.83	6
17. John Caruso	7.80	10
Barry Hickey	7.80	5
19. Steve Langley	7.78	14
20. Ron (CALIFORNIA) Brown	7.53	13
21. Konrad Baumeister	7.50	10
(#4)		
22. Mike Conner	7.33	9
23. Dave Marshall	7.28	7
(#5)		
24. Bruce Linsey	7.09	22
25. Scott Hanson	6.91	12
26. Gregg Fritz	6.85	7
27. Tom Swider	6.83	6
28. Roy Henricks	6.80	5
(#6)		
29.*Eric Ozog	6.50	8
(#7 & #8)		
30. Dick Martin	5.77	9
31. Eric Kane	5.57	7
32. Terry Tallman	5.27	11
(#9)		
33. Mike Barno	5.00	5
(#10)		
Guy Hail	5.00	5
35. Bill Highfield	4.66	9
36. Don Del Grande	3.20	5
<u>The Sublist:</u>		
#1. Bern Sampson	9.00	4
#2. Fred Davis	8.25	4
Steve Hutton	8.25	4
Mike Mazzer	8.25	4
#3. Randolph Smyth	8.00	4
#4. John Boardman	7.50	4
#5.*Al Pearson	7.25	4
#6. Pete Gaughan	6.75	4

#7. Don Williams	6.25	4
#8. Lee Kendter, Sr.	6.00	4
#9. Don Sigwalt	5.25	4
#10. Herb Barents	5.00	4

## THE SECOND ANNUAL EMINENT AWARDS

The results are now in from Mike Mills' Eminent Awards, conducted through his zine EMHAIN MACHA, but decided through hobby-wide vote. We picked up the announcement fo this through another 'zine, and so were unaware at the time we typed the last DW that there were in fact nominees. That was silly...we even subscribe to EM! Oh well; anyway, Mike received 34 ballots. Total votes received per 'zine in all categories: EUROPA EXPRESS, 34; WHITESTONIA, 19; DIPLOMACY WORLD, 17; ENVOY, 16; DOGS OF WAR, 13; ANDUIN, 11; NO FIXED ADDRESS, 11; SNAFU!, 10; all others, under 10. In the results below, the number next to the category is the total votes received. The columns are, first, rank; second, name; third, total votes.

<u>Best 'Zine (31)</u>	<u>Best New 'Zine (27)</u>
1. EUROPA EXPR. 13	1. NO FIXED ADR. 8
2. WHITESTONIA 4	2. THE PRINCE 6
3. CT. OF ARMS 3	3. MAGUS 4
others 11	30 MI. BAD RD. 4
	others 5
<u>Best for News (31)</u>	<u>Best Lettercol (31)</u>
1. DIPLOMACY WRL. 8	1. EUROPA EXPR. 11
WHITESTONIA 8	2. WHITESTONIA 7
3. EUROPA EXPR. 7	3. VOICE OF DOOM 6
others 8	others 7
<u>Best for Dip. (29)</u>	<u>Best Looking (29)</u>
1. DOGS OF WAR 10	1. DIPLOMACY WRL. 9
2. CHEESECAKE 8	2. SNAFU! 8
3. APPALG. GREED 5	3. EUROPA EXPR. 3
others 6	others 9
<u>Best GM (31)</u>	<u>Best for Games</u>
1. G. Coughlan 7	<u>Other than Dip. (30)</u>
2. A. Lischett 5	1. ENVOY 15
3. B. Sergeant 4	2. BUSCHWACKER 4
others 15	EMHAIN MACHA 4
	others 3
<u>Disting. Service (29)</u>	
1. Don Ditter (for BNC work 12	
2. John Daly (for U.S.O.S.) 9	
3. Lee Kendter, Sr. (in general) 7	
other 1	

More results for another poll, and more upcoming polls elsewhere thish!

# ILLUMINATI

A Game Review.....Greg Costikyan

ILLUMINATI, \$6, designed by Steve Jackson, published by Steve Jackson Games, Box 18957, Austin TX 78760.

Many people, on both the left and right, have suspected a bare part of the truth; they have postulated an international Communist conspiracy, a worldwide conspiracy of Jewry, or an international Banking conspiracy. These are mere snares, set by the dreat Illuminati, to delude the unwary and mislead.

The Illuminated Seers of the Bavarian Order of the Illuminati was founded in Germany in the late 18th Century by a group of liberal radicals. Slowly it came to dominate the secret levers of power world-wide. They infiltrated the Masons, the communists, the DAR, the Mafia, the Church; they know all and control all. It is no accident that their secret symbol of power, the eye-in-the-pyramid, is portrayed on the back of the American dollar.

Steve Jackson's ILLUMINATI portrays the underground power struggles in the modern world among various Illuminated factions--the Gnomes of Zurich, the Servants of Cthulhu, the Bavarian Illuminati, the Bermuda Triangle, the Discordian Society, and the UFOs. Each of up to 6 players controls one faction.

The game itself is a fairly simple card game. A deck of cards is provided, consisting of cards representing various groups which the players may infiltrate and control. These range from powerful institutions (the Democratic Party, Madison Avenue, Big Media) to minor conspiracies (the International Communist Conspiracy, the Elders of Zion, the Fiendish Fluoridators) to seemingly less important groups which still have influence on world affairs (Punk Rockers, Wargamers, the Secret Masters of Fandom). Each card bears an illustration representing the group (some of which are quite amusing), three ratings (Power, Resistance, and Income), control arrows, and a list of the group's alignment(s). Alignments include Government, which is opposite of Communist; Liberal, opposite Conservative; Peaceful, opposite Violent; Straight,

opposite Weird; Fanatic, opposite all other fanatics; Criminal, which has no opposite.

At the beginning of the game, each player is given a card representing his conspiratorial faction. As he gains control of groups, those he controls are placed adjacent to his faction card or to that of another group he controls. A faction can control up to 4 groups directly; groups themselves can control 0-3 other groups. As the game proceeds, a player builds up a network of controlled and controlling groups, representing his power structure. Groups of similar alignment can more easily control each other; this often leads to somewhat peculiar but still logical control networks (for example, the Mafia --violent and criminal--controlling the Cycle Gangs--violent and weird).

Each turn, each group and faction earns income. During his turn, a player may shift his control network around, try to gain control of free groups, and attempt to take control of groups controlled by another player. Money can be spent to increase the chance of success of an attempt, and players can spend money to reduce one another's chances of gaining control of a group.

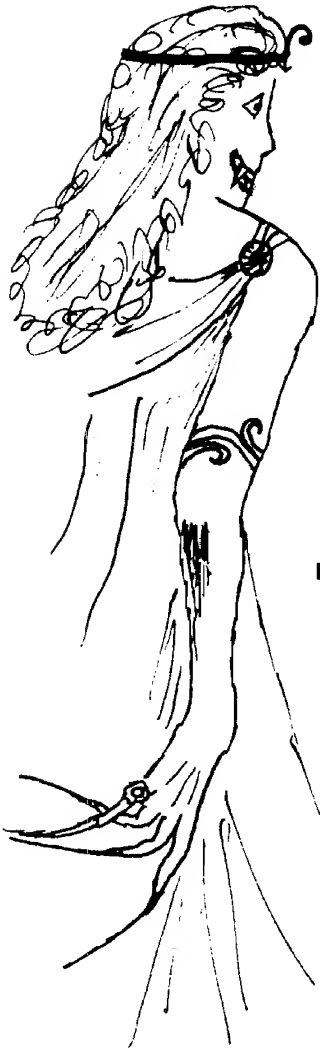
To win, a player must be the first to gain control of a certain number of groups (the number varies depending on the number of players) or to fulfill a special victory condition. The special condition varies by faction; for example, the Gnomes of Zurich can win by accumulating 150 megabucks, while the Discordian Society wins by controlling any 5 Weird groups.

Although ILLUMINATI has diplomatic aspects, negotiation and cooperation is less important than in many other games. Generally, players cooperate only to prevent one player from gaining an easy victory. Still, it is a clever, well-designed, and enjoyable game. I fully expect it to win the Charles Roberts Award this year, though I don't quite know under what category. Personally, I have nominated it in the 20th Century Historical, Science Fiction, and Fantasy categories.

# SONNET

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to the "Dark Lady" -- by...uh,...Marley Scottspeare



Shall I compare thee to a Dippy game?  
Thou art the core of all that is no good,  
Of treachery itself--and so I came  
To love thee as I love those blocks of wood.  
  
Thy Pow'rs are Great to flatter and deceive;  
Thy promises are few, and quickly broken.  
Sometimes I can't believe that I believe  
The sinful lies thy forked tongue hath spoken.  
  
So here I crawl, thy dagger in my back,  
A puppet in thy merciless control.  
Thou cuttest my support and give attack  
And take away the Center of my soul.  
  
Dishonest are thy means and black thy ways--  
I play a lot of tiddlywinks these days.

## Tugboat Dip.

a Diplomacy variant by Ed Menders

1. TUGBOAT DIPLOMACY is a variant proposed by Ed Menders and first played at PeeriCon III in San Diego, 31 July 1983. With the exceptions noted below, the 1971/1976 Rulebook apply.

2. "Tugboat" is basically a compromise between regular Diplomacy and "Gunboat". Negotiations are allowed once each year, prior to the Spring orders. The normal time intervals are observed.

3. Once negotiations for the game-year are completed, players have up to 5 minutes to write their orders. When the Spring season is completed, players then have 5 minutes, with no negotiations, to write their Fall orders. Then the entire Fall season, including adjustments, will be completed as rapidly as possible.

4. If there are fewer than 7 players, all 7 Great Powers will still be played. The unplayed Powers will have orders determined by lot. Each player will write orders for each unplayed Power and one set selected at random each season. Adjustments for unplayed Powers are written and selected separately from the Fall movement orders.

5. If a player leaves the game, his Power is to be played under the provisions of rule 4 above.

6. If a new player becomes available, he may take over any unplayed Power on the board, his choice.

7. Once Spring negotiations are completed, players will not leave the playing table or talk privately between themselves until completion of that game-year's adjustments.

# PBEM DIPLOMACY

Russell Sipe

There are two waves sweeping the country which are destined to have a significant impact on PBM Diplomacy. One is the growth of personal/home computers (a tidal wave which is building to an awesome crest before our very eyes). The other wave, forming behind the first and showing every indication of being a twin in size and impact, is personal telecommunications. Videotex, electronic mail, call it what you will (I prefer the latter term) is already a reality for over 50,000 individuals on a personal basis. That number is only the germ or seed of what will become a major national community of electronic mail users within the next decade.

The impact this will have, and is already starting to have, on PBM Diplomacy is obvious. How would you like to play a PBM Diplomacy game with 1-week deadlines and have plenty of opportunity to negotiate? How would you like to mail your orders and receive the results within 24 hours? That is happening in Play By Electronic Mail (PBEM) Diplomacy right now! Via THE ARMCHAIR DIPLOMAT (TAD), an electronic Dipzine, 4 games are presently being run on 2 different consumer telecommunications networks.

Prior to the advent of TAD as a PBEM journal, there had been a few PBEM games played on the Xerox Internet, GMed by Allen Wells (DOT HAPPY). These games were labeled as "irregular" by the Boardman Number Custodian due to the fact that the games were fairly local in nature (some players even used the same terminal to communicate to other players). A few games were started on Compuserve before TAD but were not completed nor run under normal PBM conventions.

The first PBEM game in TAD (1983 CD) was begun this past February on The Source. 1983CD is being played with 1-week deadlines. Players negotiate by private messages from Monday night through Sunday midnight EDT, when orders are due. Orders are sent by private mail to the GM (conditional builds and removals used rather than Summer and Autumn/Winter turns). The GM posts the results within 24 hours in TAD. The mechanics of the

game are identical to other PBM games (i.e., negotiations are written, sent by mail, read, responded to by mail; orders are mailed to the GM, the GM mails out results). While the mechanics are identical, the speed of play is greatly improved. Electronic mail reaches its recipient within minutes. 1983CD is moving right along and at this writing is in Fall 1910. The game will most likely be finished by the time you read this.

The second game currently being run "in" TAD (1983CE) is on Gamesig, which is a gaming interest group on Compuserve. It is presently in SO5. Mechanics are the same as for games on The Source.

Game #3 (BN applied for) is on The Source and is in FO1. Game #4 (GN applied for) has just begun with initial negotiations in progress. Games 3 & 4 are being played with 2 week deadlines (necessary for the GM's sanity). Additional games are scheduled for early fall. As the number of Dip players online increases, there will also be a need for a growing number of experienced GMs in PBEM.

The typical shenanigans that go on in PBM dippy are also found in PBEM with some new twists made possible by the medium. In one game a player sent false orders to the GM without specifying them as a "private" message. Without this designation the message can be read by anyone on the system, not just the person to whom it was addressed. Unwary players believed they had read the first player's true orders. Such was of course not the case. The real orders were sent privately to the GM.

In another incident a player downloaded a message from a player into his computer, edited it to his needs (being careful not to tamper with the message header which contains the user ID of the original sender). He then sent a message to a third player saying "look what I received, and you know it really came from him--see his ID in the message header!" It should be noted that all messages come with this header information so that someone else cannot "send" a message "from you



unless he knows the password with which you access the network.

As I have already pointed out, PBEM Dip is run by the same mechanics as PBM Diplomacy. However, PBEM has the added advantage of databases. Players in the Compuserve games can access a Diplomacy database which includes back issues of TAD as well as information about playing Dip online. These public files are also read by non-players and serve as a tickler. I regularly receive electronic mail from people who have read the public files and want to play Dip or want to know more about the game.

The status of PBEM Diplomacy has been the subject of debate in recent days. The Xerox Internet games mentioned above were labeled as "irregular", based (according to a letter I received from the BNC) on the fact that the games were fairly local in nature. The labeling was correct, given the fact that a common terminal was used by some players. Unfortunately there is now an idea in the hobby that all PBEM games may be "irregular" and/or somehow "local". It is my hope that this idea will not become policy. PBEM games are no less "regular" than any PBM game through the U.S. mail. The only difference is the medium of the mail. The current crop of PBEM games run on Compuserve and The Source have good continuity and are entirely non-local. Players in the 4 current games range all over the U.S. (and a now eliminated player in 1983CD lives in Melbourne, Australia, and had no problem with 1-week deadlines).

Make no mistake: PBEM is here to stay. As time goes along more and more Dippy will be played by electronic mail. This new techno-social phenomenon will be a vehicle for better PBM Diplomacy games.

With the dramatic price declines that the home computer marketplace has experienced in the past few months, PBM Dippers can get involved in PBEM Dip for a lot less money than they might think. You can get the basic hardware you need for well under \$200 (Vic-20 with modem perhaps being the least expensive way to get started). Compuserve connect time is

30  
\$5 per hour in the evening. Source connect time ranges from \$7.75 to \$6.25 in the evening. Initial sign-up charges vary from nothing to \$100 depending on the "deal" available (and there are several available). Check with your computer supplier for details. With the proper terminal software you can play a weekly PBEM Dip game and conduct normal negotiations for under one hour per week connect time.

When you get your computer and sign up on one of the services, contact me and I will assist you in getting into the exciting world of PBEM dippy. By the way, in the long run there will probably be more Dip players on Compuserve than The Source. This is due not only to prices but also to a better operating system for gaming.

The wave is here; want to ride it?

((Russell Sipe is editor of COMPUTER GAMING WORLD, is one heck of a nice and helpful individual, and is getting ready to join another wave in the hobby...fatherhood. If you wish to contact him regarding PBEM Dippy, his Source address is TCL920; or Compuserve, 72435,1434; or by pony express, P.O. Box 4566, Anaheim CA 92803-4566.

((The question of whether PBEM games are in fact completely "regular" is being considered by the BNC at the moment. If you wish to offer any opinions pro or con, please contact Kathy Byrne, 160-02 43rd Ave., Flushing NY 11358.

((Russell is also working with StrategiCon, which hosts two gaming conventions in Anaheim near Disneyland: ORCon and Gateway. It's our hope that StrategiCon will bid for DipCon for 1985, to be held in conjunction with Gateway on the Labor Day weekend that year. Negotiations regarding the feasibility of their sponsoring DipCon XVIII. Part of Gateway, by the way, is MicroCon, all involved in computer games.

((DW of course welcomes articles on all aspects of playing The Game, so we'd be very interested in looking at further material on PBEM Diplomacy... particularly in the nature of practical advice on getting started &c. &c.))

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Oh, no, ~~Mr~~ ~~Billy~~ Cap'n Rod, not...

## YET MORE POLLS!

### UPCOMING POLLS

Due 22 November 1983, ballots are being taken for the 4th Annual WHITESTONIA ("Diplomacy Players") Poll and the 3rd Annual Marco Poll. These are two cooperative polls, and ballots go to two different people.

#### WHITESTONIA POLL

1. List the individuals you believe are the five (5) best players in the hobby.

2. List the individuals you believe are the five (5) best writers in the hobby.

3. Sign your ballot.

4. You may not vote for yourself and you may not submit more than one ballot.

5. Mail to John Caruso, 160-02 43rd Ave, Flushing NY 11358. Due by 22 November 1983.

#### MARCO POLL

1. List the 'zines you believe are the seven (7) best 'zines in the hobby.

2. List the subzines you believe are the three (3) best subzines in the hobby.

3. List the individuals you believe are the three (3) best Gamesmasters in the hobby.

4. Sign your ballot.

5. You may not vote for yourself or your own publication, and you may not submit more than one ballot.

6. Mail to Mark Larzelere, 7607 Fontainebleau Dr., Apt. 2352, New Carrollton MD 20784. Due by 22 November 1983.

We'd like to urge our readers to participate in these polls. The larger the number of voters, the more nearly accurate the results are likely to be. So please take a few moments, a couple of stamps, and send your ballots to John & Mark.

### DIPLOMACY WORLD'S READERS RESPOND

This is part I of the results from our Reader Response Form. Part II will be nextish and will contain all the ratings of 'zines and GMs you so laboriously did for us. In fact, if you have not yet voted in that part

of the response poll, and wish to do so now, go ahead...we'll accept your response form for 'zines and GMs until 1 November 1983. We've not had a chance to get all the intricate mathematical stuff done with the 'zine and GM results, and will get those in next time.

Now for the rest of the results. We had a total of 108 ballots cast, a very nice showing. So...the envelopes please....

1. Best Article in D.W. 34: "The Unbalanced Defense" by Mark Berch. A strong runner-up was Allan Wells' "Fast Resolution of the Western Triple". (Mark had 24 votes and Allen had 19.) We also had 23 "no opinion" and votes for various other articles and features.

2. Best Article in D.W. 33: Mark Berch's "The Sleaziest Player...", a runaway favorite with 62 votes! There were again 23 "no opinion" and a bare scattering of votes for others.

3a. Best issue of ##28-34: #33, with 25 votes; #34 received 21 and #32 got 18. There were a whopping 41 "no opinion" votes, + a scattering.

3b. Best article of ##28-34. The big winner: "The Sleaziest Player..." by Mark Berch, with 24 votes. No other article received more than 4, & there were again 41 "no opinion".

4. Rating of topics and features. Some interesting things happened here. We had 2 "no opinions". Many voters did not rate all 12 items...when that happened, we regarded the unrated items as tied for the next lower rating. Rankings were also used as points...first was 1 point, second was 2 points, and so on. Any item rated as "hate" was given 20 points. We then averaged the scores. Oh...some voters ranked items not specifically listed, such as cartoons and editorials. We sort of thought those were included in humor and fiction. Oh, well.... So, the 12 rated aspects of DIPLOMACY WORLD turned out this way:

1. Tact./Stra.	3.62	7. Ratings	6.53
2. Hobb.News	3.86	8. Services	6.56
3. Demo Game	4.39	9. Contests	6.71
4. Fiction	5.28	10. Game Revws	7.47
5. Letters	5.53	11. Variants	8.28
6. Winners	6.33	12. Poetry	8.5

We'll have a discussion of these results below.

Do you approve....? Questions 5-8 dealt with whether our readers approved of various things in D.W. We will summarize the results below. The columns are the items, then Y, yes; N, no; M, maybe, X, no opinion.

	Y	N	M	X
5. Delete Game Openings	67	33	8	0
6. Variant Demo Game	47	36	24	1
7. No Feuds/Politics	99	1	8	0
8. Hobby Code of Ethics	58	22	26	2

Items 9 & 10, as already mentioned, will be taken up nextish.

11. If one thing could be omitted from DIPLOMACY WORLD, it should be.... Surprisingly, the winning answer was:

1. Nothing!	21
2. Variants	19
3. Polls	8

plus a scattering of votes for things, none of which was mentioned more than 6 times.

12. If one thing could be added to DIPLOMACY WORLD, it should be....

1. More humor	19
2. More articles by R. Walker	10
3. Player ratings	9

plus a scattering of votes for other items, including requests for more of things which others wanted to omit entirely.

13. The ideal Diplomacy party... the 7 players you'd invite to play: we had a lot of names sent in and decided to show the 2nd board as well. Interestingly, the two most-invited players wound up in a dead heat.

First Board		Second Board	
M. Berch	46	D. Stafford	17
K. Byrne	46	K. Baumeister	16
L. Kendter	33	D. Beyerlein	16
D. Ditter	31	B. Linsey	15
R. Smyth	22	P. Rauterberg	14
B. Cusack	20	R. Rusnak	14
E. Birsan	18	J. Caruso	13

...and stand-by J. Masters, who was the only other name with more than 10 votes (12).

I guess we should discuss these results, or at least those in items 4-8 and 11-12. I believe it is important for an editor to know what his readership thinks of what he is doing...

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particularly when a 'zine like DW has a double function both as 'zine and as a hobby service. I especially appreciated all the written notes and comments that came with your forms, even though I won't be able to reproduce them here. I do hope, though, that these printed results will generate some letters for our lettercol nextish. I also appreciate the level of response we received, which represents about a quarter of our total readership. I'm hoping that next time we do this, I can inveigle half of you to respond!

In general, the response was about what we expected...that is, for instance, we knew that various aspects of D.W. were less popular than others. But of course opinions vary. For instance, poetry, which came in dead last in item #4, was still rated as 5th or higher by about 30% of the respondents. Tactics & strategy articles, our most popular aspect, was still rated 7th or lower by about 20% of the respondents. So there is no pleasing everyone. However, the results we have will be an invaluable guide in the future as to what we should emphasize and/or give the most space to.

DIPLOMACY WORLD, as a 'zine, is committed to pleasing the broadest possible spectrum of hobbyists, and to that end we have a "mix" of materials. I would say that for the most part, our "mix" is fairly much in accord with the relative popularity of the various kinds of things.

As a hobby service, however, D.W. has certain obligations. We are the "'zine of record" for a good deal of hobby data...Fred Davis' chronology in this is a good example of that, as is our policy of giving at least some coverage to all poll results. Listing of hobby services, coverage of new 'zines, and other standard informational fare were established from the beginning as a fundamental aspect of our operation. Many players will no doubt say, "I know all that stuff", but many more will be saying, "How neat, how handy". Look, for instance, at the very high level of disapproving votes regarding the deletion of our game opening list, even though PONTEVEDRIA is easily available.

Frankly, the response on game openings is causing us to reevaluate our decision. Several people commented that the big loss was the general overview of the hobby this sort of listing provided. Some expressed a regret that we have not, for a long time, provided the listing of all active 'zines which Walt Buchanan once did for D.W. I was told by a number of respondents that when they got in the mood to see new 'zines, they'd pull out the current D.W. and start writing to request samples.

I believe this perception in DW's coverage of the hobby is a correct one. However, I am reluctant to go back to go back to the old "Need-a-Game" listing, which represents only a distillation of PONTEVEDRIA. Rather, it appears we need to go further back and do a periodic listing of all active 'zines.

I don't have the time to compile that for this, and probably the space would be lacking here also. In addition, we're going to have to get some input from publishers whose 'zines we don't get and who don't have game openings. However, by nextish we will be ready to begin a periodic coverage of all active 'zines in North America...omitting, I think, highly specialized or service 'zines such as ARDA, PONTEVEDRIA, EVERYTHING, 'ZINE REGISTER, and so on, which usually receive coverage elsewhere anyway. We plan now to list 'zine name, editor, address, fees, and coded information indicating very generally what the 'zine contains, plus its needs and policies. At its most complete, this code might look like: ADEG(R\*V\*O\*)HLM NPS. Neat, huh? I'm anticipating doing a greater reduction job on this, so that it will be in much smaller print in D.W. Information-gathering activities will begin once I put this to bed.

Variants are a difficult area. This topic generated more "hate" votes (12) than any other in Question #4. It is also the one thing listed in the "omit" question (#11) with any real frequency. By the same token, however, when it came to approving a variant Demo Game, there was a majority of "yes" votes. This is deceiving, in part, since comments on the ballots suggest that the "no" votes were vehement while most of the "yes" votes

were tepid...and note that huge number of "maybe" votes. On the whole, it seems difficult to make a firm decision based on this data. However, I have two reactions at this point.

1. The Variant Demo ought to prove interesting, and the majority of our readers are at least willing to give it a chance in these pages. So we'll hope for at least a trial run.

2. However, devoting 3-4 pages to a complete variant each issue is largely not popular. We are therefore going to cut the extent of this coverage. Probably a really large variant will appear only every other issue (we have one for nextish from Lew Pulsipher already), whereas in the intervening issues we'll try for something really short...see, for instance, the  $\frac{1}{2}$  page devoted to Ed Menders' "Tugboat Diplomacy" thisish. In the upshot, though, we're hoping for a 'zine to appear which will take up the slack and provide general coverage of variants and publish the larger variants which otherwise would have appeared in DW. One candidate for this job would be the NAVB's ARDA, but at present I lack the time to make a regular thing out of it. Another excellent vehicle would be BUSHWACKER, but Fred Davis likewise lacks time to expand his already crowded hobby schedule. However, that's the alternative we're looking at and hope to see materialize this year (or early next).

#### AN IMPORTANT ANNOUNCEMENT

Fred Davis is one of those people who does lots and says less than he does. Over the years he has been my good friend, and he & Inge are the most generous possible hosts. Fred has been incredibly active and productive in the field of variants, has actively promoted the upkeep of a Hobby Census, and has done done donkey work for various DipCon Committees which you would not believe. He has faithfully published BUSHWACKER, on time, for more than a decade. He has been tireless in his support and assistance to all four Editors of D.W. Henceforth, therefore, let it be known that Fred Davis has a lifetime free subscription to DIPLOMACY WORLD, and thus joins Allan Calhamer & Walt Buchanan as the third person in hobby history to receive this recognition.

# NEW 'ZINES

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The 1983 crop of new 'zines is off to a very good start; we're going to have plenty of titles for next year's Freshman Poll. In this section of DIPLOMACY WORLD we're going to review or mention all the new 1983 'zines we know that will include a couple mentioned lastish or elsewhere in different contexts. However, I've never heard that a 'zine just starting ever suffered from overexposure.

ALPHA AND OMEGA is in many ways an old 'zine under a new title. The name of the Miller Number Custodian's publication has been, since 1974, LORD OF HOSTS. The new MNC, however, has started to publish A&O instead. It's a much better title and has something to do with the 'zine's contents for a change. We like it. So far there have been two issues of A&O, which Lee Kendter plans to publish quarterly. If you are interested in the statistical state of variant Diplomacy, this 'zine is the one to get. Subs are 3c a page plus postage; just send about \$5 to Lee Kendter, 4347 Benner St., Philadelphia PA 19135 for your subscription. Lee plans to try starting a column on variants in A&O and perhaps other features if he can find people to write for him. So if you're a variants buff, and want an outlet to write about your interests, you now have several...DIPLOMACY WORLD, ARDA, BUSHWACKER, and now ALPHA AND OMEGA.

BATTLE STATIONS is a new 'zine planned by Bob Albrecht, 1001-1239 SW 12th Ave., Calgary, Alberta, CANADA T3C 3R8. Bob states that "the 'zine will be 10-12 pages long, have 6-8 regular Dip Games" plus other features to include 2-3 "really different" variants, free-wheeling editorials, mostly uncensored lettercol, and what have you. We could have a Canadian VOD or BB on our hands.

We should mention that Bob is former editor of KOBOLD, which folded some time back. Ron Brown points this out in SNAFU! 34/35, and notes that the first issue makes no mention of compensating those burned by the fold. On the other hand, apparently there

were about 10 people involved, and Bob may already have made arrangements. If, however, you were subbing to or playing in KOBOLD, and are still owed something from it, contact Bob, as we would like to think he can give you sub or game fee credit now in his new 'zine.

DOTS INCREDIBLE will be a subzine of the delightful WINSOME LOSESOME, & will run games by carbon copy as well as periodic status reports in the subzine. The GM will be Tim Winter, P.O. Box 13043, Denver CO 80201. His games will have two week deadlines!! John Michalski and other impatient types, please take notice! Game fee is \$3, with a refundable NMR deposit of \$2.

EMBASSY ROW will begin publication at the end of September. Pubber is Mike Cannon, 13801 Wisteria Dr., Bermantown MD 20874. If you will drop Mike a line, he will send you the first two issues free, yet! His games will run with 5-week deadlines. And he comes with John Daly's (DOGS OF WAR, late of USOS) seal of approval as "a steady, reliable player...(and) a nice guy". Do write to Mike and let him know you'd like to see some copies of his new 'zine.

THE END JUSTIFIES THE MEANS is a new 'zine from James M. Briggs, P.O. Box 6243, El Paso TX 79906. The first issue (1 August) is already quite large, as it reprints the rules & map for a multiplayer game, DER FUHRER, which is out of print and which Jim plans on running. In addition to that one, he will run DIPLOMACY, MACHIAVELLI, RAIL BARON, and a Bourse in conjunction with his first regular Dip. game.

DER FUHRER, by the way, is an election game played in 1932 Germany. Jim also states he may run other games ...: "just about anything that can be played by mail and that I have a copy of." He's considering ALARIC THE GOTH, JUNTA, and EN GARDE!, but who knows? Subs are 10/\$4 in North America; no game fees (yet).

KINDER, KÜCHE, UND KIRCHE is yet another old 'zine with a new title. It

is the new publication of the Custodian of the U.S. Orphan Service, Scott Hanson, 233 Oak Grove, #306, Minneapolis MN 55403. Under John Daly, the 'zine was called DOGHOUSE. Scott has already put out two issues and has a report on the USOS prepared for EVERYTHING 47 (which may already be out by the time you get this in the mail). I'm not sure about subs, but unless you are directly interested in orphan games, this will be of little interest.

MANIFEST DESTINY, Keith Sesler, P.O. Box 158, Fraser MI 48026. The latest I've seen of this is #3, dated 15 July. See details on offerings & fees in D.W. 34. The 'zine itself is mimeo, 8½x11 (with some xeroxed pages). There will be a lettercol and other features. Some games have started but there are still plenty of openings.

QUINIPIQUE. If you're fluent in French, see D.W. 34 for listings on this offering by Winnipeg's Claude Gautron. Issue #4 was dated last June. Here's your opportunity to play Diplomacy in what used to be the language of diplomacy.

WHO CARES? Maybe you should, about this new 'zine by Russ Rusnak, 8002 S. Nagle, Burbank IL 60459. It offers openings in one of the most peculiar variants ever designed, Cosmic Dip. Game fee \$2.50 plus a sub (10/\$6)...a sample copy is free on request. This is an interesting off-beat 'zine, so do get a sample. Issue #3 is (was) due in August.

RAGING MAIN, James S. Woodson, P.O. Box 33032, NAS, Pensacola FL 32508. See details in DW 34. Issue #4 is dated 26 July. This is the Dipzine in green and has that laid-back San Diego quality, even if Jim is exiled to the jungles of Florida. Nice lettercol... openings for only 1 more regular game plus a variant if there is interest.

STARS, Bern Sampson, 5364 Red Lake, Columbia MD 21045. Subs are 4/\$2 and the 'zine is approximately quarterly. STARS is the vehicle for Bern's rating system of the same name, yet another variant on the Calhamer Point Count, and very similar in execution to the system run by Tro Sherwood in YOU KNOW MY NAME.... The main difference is that the latter goes back to

1976 games, whereas Bern will go back only to 1979. So long-time players will be less able to "keep" their old wins on the books. I'd suggest getting both rating 'zines, but unfortunately what you've got, mostly, is Tweedledee and Tweedledum.

A DIPLOMACY CHRONOLOGY (cont'd from 29) ever published.

5. DipCon XV held on U. of Maryland campus in Baltimore County MD, as part of Origins 82. Konrad Baumeister wins the tournament.

6. UKVB, after several changes of hands, settles down in the custody of Andrew Poole (Braunstone, England).

7. Beyerlein Poll revived by Doug after hiatus of 6 years. By hobbywide vote, 5 best N. American players of 1982 were declared to be Kathy Byrne, Jack Masters, Randolph Smyth, Lee Kendter, Sr., and Ron Brown (Calif.).

8. Dick Martin prepares 1982 N. American Diplomacy Census. It shows 846 hobbyists in USA and 57 in Canada (total of 903). Almost 1/3 of these are in 3 states: CA (130), NY (103), & PA (55). The figures reflect a significant decline in the number of Canadian players.

9. John Caruso forms a Hobby Ombudsman Service to provide help in resolving disputes.

10. THE GENERAL, Avalon Hill's pro-zine, begins a regular Diplomacy column, written by Rod Walker.

11. Lee Kendter, Sr., becomes MNC in December. ((He and Rod Walker are the only members of the hobby to have held both BNC and MNC posts at different times.))

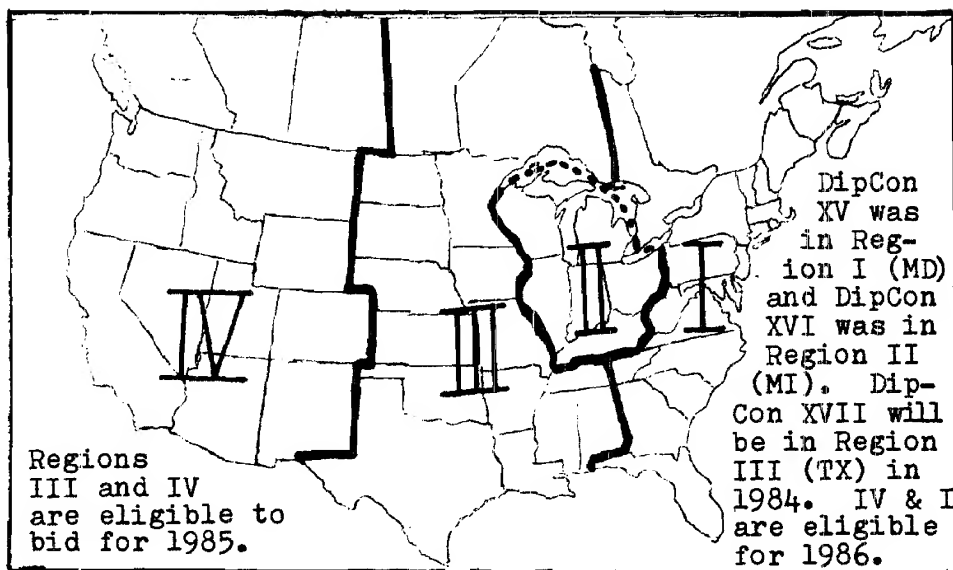
((The entries below for 1983 were not supplied by Fred, who wished to cut this list off at 1982.))

### 1983

1. Kathy Byrne becomes BNC in June.
2. DipCon XVI is held at Cobo Hall in Detroit, in conjunction with Origin 83. More info elsewhere this issue.
3. Scott Hanson (Minneapolis MN) becomes Custodian of the U.S. Orphan Service
4. Rod Walker finally finishes typing this monster list!

((Appendices to Fred's Chronology are going to appear nextish.))





DipCon XVI is now over, and the big news is that DipCon XVII will be in Dallas over the July Fourth weekend, in conjunction with Origins '84. The DipCon Committee for the upcoming Con will be Al Pearson (WV, Chmn.), Ed Wrobel (VA), and Pat Conlon (LA).

At that convention, of course, bids will be taken for the 1985 site, and primarily eligibility will be in Regions III and IV. At the moment we expect a bid (probably) from Gateway, which is held in Anaheim (near Disneyland) during Labor Day weekend... negotiations are under way on that. For those who may not know, the latest news is that Origins in 1985 will be in Baltimore.

The 1982/83 DipCon Committee tells us that the proposed amendments to the Charter all passed. Fred Davis is apparently typing up an amended edition of the Charter for reproduction.

Ben Schilling reports that the Variant Tournament went very well Friday night. This was Gunboad (no negotiations) Diplomacy...with 49(!) players in Round I and 42 in II. There was only one actual win, Mark Berch as Austria in Round II, and Mark also won the tournament, with 36 points. Also doing well were Marty Smith (28), Cathy Cuning (21), Chuck Kaplan (18), and a 3-way tie for 5th place @17 each: Kathy Byrne, Mark Larzelere, and Brian Lorber.

The main Diplomacy Tournament was also a 2-round affair. First, the

Best Country awards, including round & supply enters held:

AUS: Dan Singer (I-12); Don Sigwalt (II-17) & Jack Brawner (II-17).

ENG: Robert Goldsmith (I-14) & Leo Tuin (I-14); Pat Conlon (II-13).

FRA: Gregory Stewart (I-8) & Jeffrey Gantzer (I-8); Roy Selinger (II-10).

GER: Brian Lorber (I-12); Joyce Singer (II-15).

ITA: Joe Lamour (I-14); Derwood Bown (II-17).

RUS: Eric Ozog (I-17); Jim Williams (II-9).

TUR: Dave Kleiman (I-14); Ed Wrobel (II-12).

## Official Final Standings

#	NAME	SCORE
1	Joyce Singer	41.81
2	Eric Ozog	34.77
3	Dave Kleiman	33.84
4	Joe Lamour	30.82
5	Dan Stafford	30.68
6	Porter Wightman	30.20
7	Steve Knight	29.24
8	James Calabrese	29.20
9	Daniel Singer	29.17
10	Al Pearson	28.67
11	Carl Russell	28.64
12	Roy Selinger	27.77
13	J. Bruce Hamilton	27.72
14	Mark Frueh	27.13
15	Tom Mainardi	26.16
16	Jack Brawner	25.88
17	Gregory Stewart	25.16
18	James Deak	24.74
19	Bill Placek	24.63
20	David August	24.24

...and 98 other names. Congratulations to Joyce Singer, the winner!

# the bloated mailbox

//Well, I don't suppose you could call it "bloated" this time. The Reader Response Form came in in big numbers, but we didn't get too many LOCs. The Editor, again, would like to encourage our readers to send letters of comment about nything you see in D.W., or any other pertinent subject. We have 2 letters here, anyway. As always, editorial comments in this section are set off by double slashes.//

.....

Rod,

Another good issue of DW. Congrats on taking it from the gutter to the curb. Seriously, I can imagine how much work organizing DW can be. You are doing a find job. Keep up the good work, and thanks for all the kind mentions.....

.....John Caruso.....

//John edits WHITESTONIA, plays Family Feud, runs DipCons, plays Family Feud, herds up Ombudsmen, plays Family Feud, wins at Diplomacy, hangs around Flushing, and plays Family Feud.//

.....

Dear Rod,

This is a classic case of "it's not what you said, but that you said it". I am not objecting so much about your Reaganistic review of TMP, but that you gave TMP //THE MODERN PATRIOT// any review at all. You had just finished lecturing your readers about gossiping in the hobby and how you should be accurate with what you say.

1) I haven't mentioned worshipping Reagan since issue #1 (using that is like using a 1-year-old newspaper for current news!); 2) there's plenty of other material in TMP, besides my CONSERVATIVE philosophies; 3) DW is supposed to be a neutral 'zine! You should have just said that TMP had a super-issue out. Why try to stab me in the back by saying I'm the equivalent of Benito Mussolini? I don't think it's an accurate statement. Benito Mussolini (and Hitler) were those who "started up the ovens"....

What I'm trying to say is that 1) you were inaccurate with your statement (anti-Communist or Conservative would have been okay); 2) DW is not

SUPPOSED to comment to begin with!... All I want is the following: 1) a definite stand on editorial policy for DW; 2) this letter printed; 3) clarification that I am no longer a Reaganite, have not been so since at least Oct. 82, and that I am a CONSERVATIVE REPUBLICAN who tentatively supports Reagan....

I fear I've made too much out of this episode.... (R)egardless of what my politics are, and what you think of them, your readers have the right not to be influenced in what they should read.

DIPLOMACY WORLD is the flagship 'zine of the hobby. When DW starts to decide what a good 'zine is or what a bad one is or who has "good" politics, I'll start calling it PRAVDA! If DW is going to become a political 'zine, then I am going to be disappointed. I am very fond of DW. I thought it was a 'zine where politics didn't matter.... I realize that THE MODERN PATRIOT is slightly biased, but I never said it wasn't! .....William S. Highfield.....

//First of all, Bill, politics do matter in this hobby. There are many fen who feel that politics (and other prsonal subjects) have no place in a Dipzine. The occasional statement or editorial cartoon would be one thing, but there are some 'zines in which the political content is so pervasive, so strident, that it virtually becomes the 'zine. GRAUSTARK is like that, and so are a few others, and so is TMP. Potential subbers really need to know that.

//"Neutral" does not equate to "blind". Any review of a 'zine which does not call attention to its most salient points is no review at all. But there is a difference between calling attention and condemnation. I did the former, not the latter. In fact, I've had a few letters ("not for print", alas) which asked why my review of you was so nice. Presumably from our radical-syndicalist readers.

//Anyway, if you claim that you have not been a "Reaganite" since Oct 82, so be it, and notice is duly taken. Still, I wonder: how do you square that statement with your

statement in TMP #7 (January 1983) that the 'zine "glorifies Reaganism (and) Reagonomics"? And are we to regard statements such as "Death to the Pacifists!!!!!!!!!" (TMP 9, March 1983) as only "slightly biased"? Maybe so, but doesn't a potential reader have the right to know that he is likely to see such things in TMP?

//OK, so "Reagan-worship" is no longer an accurate characterization. In all fairness, though, it should be noted that any change in your opinions has never been explicitly noted in the pages of TMP that I can detect, so if you have changed your political opinions, and you intend to foist them on your readers every issue, you might at least let us know what the changes were.

//Now, the "Mussolini" bit I'll give you, in part. That was a wrong name to drag in, I suppose...although you will notice I never said you were "like" Mussolini in any way. I only said that readers politically to the left of Mussolini and Goldwater would take exception to some things printed in TMP. That is certainly still true, as a matter of fact, but let's change the name "Mussolini" to "Bill Buckley" and let my comment stand.

//Benito's name has some very bad connotations, I'll grant; it was not a good idea for me to drag it up, and I apologize. However, the bad connotation is, on the evidence of your letter, in part the result of having very foggy notions about the life and work of the man. "Ovens", indeed! Mussolini was a venal, corrupt, and morally retarded person, but he had nothing to do with the Holocaust (in fact, of the 120,000 Jews in Italy, only 9000 died, and those were done in by the German occupation forces).

//So let's face it...pimping for your personal political dogmas, whether right, left, or Silly Party, is strongly disapproved of by a large segment of the hobby. DIPLOMACY WORLD, in reviewing any 'zine so oriented, is going to mention that fact. And people new to the hobby need to know that this sort of 'zine content is neither generally used nor generally approved in the hobby. That is not to say you are wrong, only in the position I have stated. To repeat, "neutral" is not "blind"//

## OLD 'ZINES

47

((Well, this seems to be a good place to begin some reviews of 'zines I especially like. That is not to say, by the way that I don't like TMP. I do in fact read every issue and I am not going to discuss my personal reactions to what's being said there. It is a conservative 'zine and, as Bill says, there are other things. I'd still suggest getting a sample to see for yourself...just be forewarned, OK?))

Now. What is your Fearless Editor's favorite 'zine? A poll winner? Nope. Recommended by Good Housekeeping? Nope. Conservative? Nope. Liberal? Nope. Fun? You bet!

And now for something completely different...it's LIFE OF MONTY!! This is absolutely the sleeper of the hobby and it ought to be wildly popular but hardly anybody knows about it...or am I wrong? In my opinion, if you like humor, and particularly hobby-fannish humor, this is the 'zine to get.

Don Del Grande has been getting low ratings in the polls as a GM. I don't know why, but I've never followed any of the games (they're separate from the 'zine). For this gem, I might not care if he were another Buddy Tretick. (As a GM, that is...Tretick was never capable of constructing a decent English sentence, and Don Del Grande, man, can write!)

Well, what does he do in LOM? Oh, there's "DipWarz", an hysterically funny take-off Star Wars with an all-star hobby cast: Lord Sacks Fifhavenue, Oboe-1 Caruso, Grabar the Hott, Princess Luscious, Yawn Boring....

And the Ultimate Diplomacy Game Show, DipBowl, has now been replaced by another, Battlestabs. You can watch all your favorite hobby personalities make absolute fools of themselves answering questions about absolute trivia.

And all sorts of Pythonesque humor. This is one to get, and it has game openings. Subs 10/\$5 from Don Del Grande, 142 Eliseo Dr., Greenbrae CA 94904. Tell him that Rod sent you and that you expect to be wildly amused by each and every issue. Never fear...you will be. Upcoming...don't miss it...is the N. American Diplomacy Board Prospective Hobbyist Examination!

((Well, now that the horrid admission is out--Rod Walker likes LIFE OF MONTY (rather like admitting you have a taste for cabbage soup)--what other established 'zines seem especially good? Oh, lessee....))

EUROPA EXPRESS, Gary L. Coughlan, 4614 Martha Cole Ln., Memphis TN 38118. Voted "Best 'Zine" in the ~~Leader~~ Runestone Poll two years running now, as well as in several other polls in 1982 and 1983. It is the hobby's most truly international 'zine and features truly huge issues at a modest price (10/\$5, I believe). It has several well-run games with maps, an excellent letter column...the only one in the hobby broken down by subject so you can see what everyone's saying on the same topic...cartoons, photos, news, and a lot of good fun. However, beware of the tiny print; the repro is good, so it's not all that hard to read, but it is tiny.

NORTH SEALTH, WEST GEORGE, Terry Tallman, 820 W. Armour St., Seattle WA 98119, 10/\$6. This is a unique and wonderful 'zine...for one thing, much of it is hand-lettered. There is a lot of humor and satire here, directed at hobby personalities. In fact, NSWG is something like LOM, which is one reason I like it. There are maps with the games...nice...plus some of the best covers in the hobby.

WHITESTONIA, John Caruso, 160-02 43rd Ave., Flushing NY 11358, 10/\$5. The games come out separately, so the whole 'zine is letters, hobby news, articles, and assorted tomfoolery. The "black hole" of this tomfoolery is Kathy Byrne's subzine, KATHY'S KORNER, which is almost entirely (as Mark Berch put it) "gossipy silliness"...slapstick one-liners, off-the-wall letters (ditto responses), personality roasts, and the most outrageous personality cult since Theda Bara. Must be seen to be believed. Warning: the print's a little bigger than EE, but the printing is pretty light, so it's not easy to read. Not center-stapled, so the whole thing falls apart when you open it. No big deal, though; with W, it makes no difference at all what order you read the pages in. You'll love it ("or else!", says Kathy).

VOICE OF DOOM, Bruce Linsey, 24A Quarry Dr., Albany NY 12205, 10/\$5. A positively huge 'zine and, along with EE, the hobby's best bargain. There are games (no maps, alas!), articles, news (some), and a tremendously active lettercol. I do an article about every 3rd or 4th issue of VOD, by the way, but subscribe anyway! A lot of the lettercol is non-hobby stuff...international politics, hunting, a whiff of religion, personality conflicts (but Brux is putting a lid on most of that) and many other topics. Brux will tell you he is a strict GM (but no game openings at present); however, "nit-picking" is more like it. Play with care.

COAT OF ARMS, Steve (Woody) Arna-woodian, 602 Hemlock Cir., Lansdale PA 19446, 10/\$7. A very large 'zine, almost entirely consisting of subzines. Games have maps, and there is even a postal section of AH's "Dune", for you Frank Herbert fen...and that has a map as well. There are letters and articles, and plenty to keep the reader interested. More-than-average press is a feature of several games, and one reason this 'zine is so big.

THE DOGS OF WAR, John Daly, Rt. 2 Box 136-M5, Rockwell NC 28138, 10/\$3.50. A very well-produced 'zine with well-run games. While DOW is mostly devoted to its games & some press, it has a good deal of reader-submitted corny jokes, humorous articles, serious articles, and some letters. Very good repro, and like RAGING MAIN, a green 'zine. (Easy on the eyes, you know.) Although the "extra" material is not as extensive as in the other 'zines here, I've never failed to enjoy an issue of this one.

IRKSOME!, Scott Hanson & Frauke Petersen, 233 Oak Grove, #306, Minneapolis MN 55403, 10/\$4. A very nice 'zine, although sometimes suffers from overly tiny print and variable repro. Games (no maps)...but mostly lots of off-beat humorous materials & graphics from all over. Now, with Frauke, the official hobby Women's Libzine...distaff assertiveness with hobnail boots. However, a real M.C.P. won't take this seriously, so subscribe in confidence and enjoy.

((And now I've got to see how my quiche is doing in the oven....))

# LIFE, the UNIVERSE, and EVERYTHING <sup>49</sup>

Well, we're coming down the home stretch with typing this, and two pages left to go with about six pages (or so) of material on hand. This means some things will have to be omitted...a photo essay on DipCons (again) and some long, boring stats from other Cons, and.... Anyway, let's see how far we get with all the miscellaneous announcements and what-not that are supposed to go here.

**A** RIVERCON II. The Second Bi-Annual River City Diplomacy Tournament will be held Columbus Day weekend, 8-9 October, at Games Central Stateion, 2630 A Fulton Ave., Sacramento CA. This is a 3-round formal tournament commencing 10am Saturday & ending 5pm Sunday. Medallions and plaques will be awarded for the top 3 places and best country played. Registration received by 2 Oct will be \$3 and thereafter it will be \$6. Mail your registration to Clark Reynolds, P.O. Box 160300, Sacramento CA 95816. For further info call Clark at (916) 322-9894 (days) or 451-1972 (evenings).

**B** MORE PBEM DIP: Wesley D. Ives is running an anonymous PBEM game through his on-line computer. You're welcome to browse in his system if you wish. You need a 300 baud modem, 7 bits, 1 stop bit, even or no parity. His data line is (919) 723-5275...no connect charges, just the usual Ma Bell LD rates. Or write Wes at 500 Lester Ln., Winston-Salem NC 27103.

**C** GATEWAY CON: This fast-growing gaming con in St. Louis is worth your attention. The next one is 29-30 Jun and 1 Jul, and there will be heavy emphasis on Diplomacy. Contact Patrick Connaughton, Pres. Games Society Ltd., P.O. Box 50268, Clayton MO 63105. This is also another Region III site for future DipCons, & GSL is very interested in hosting one.

**D** NEW VARIANT. Mark Stegeman (& others), 2430 Grosse Ave., Santa Rosa CA 95404, have been playing a world-wide variant by mail for quite some time. They are interested in having other players join them, but I have no further information at this time as to medium, costs, or whatever. If you're interested, write Mark. The game is called World Diplomacy, but is not to be confused with Bill Stapel's earlier game of the same

name. A revised version, based on all the postal playtests, is now being put together. Once NAVB has seen all the various played versions, we'll be able to determine numbering for these games...World Diplomacy II, III, and so on. We'll hope to have more details when we publish nextish.

**E** BOOCON. Well, that's not the name; but anyway, there will be a costume (you must wear one) Dip game in honor of Hallowe'en on Saturday, 29 October, beginning at noon. This will be at the home of Ed Wrobel, 3932 N. Forestdale Ave., Dale City VA 22193. Reservations required. Call 670-3489. ((Also: Ed will host a game of Civilization at his home on Saturday 17 Oct., and hopes you'll call or write for a reservation to that.))

**F** HOUSE OF LORDS. Dip editors will be interested in this new publication put out by Dick Martin, 26 N. Orchard Way, Rockville MD 20854. It is devoted to the problems & interests of Diplomacy editors and publishers. Most pubbers probably know about it, but if you don't, and are interested, drop Dick a line.

**G** 2001. Rod Walker's global variant is still available. The original colored (ditto) edition may be purchased for \$2. "2001" includes a 12-sheet map using a north polar projection. The game features multiple scenarios, from 1921 to the 21st Century, for 3 to 10 players, so the game is extremely flexible. R. C. Walker, 1273 Crest Dr., Encinitas CA 92024.

**H** COMPUTER DIPLOMACY. Avalon Hill has released a computerized version of Diplomacy, playable on the TRS-80. The program provides for solitaire play and the computer can even play all 7 powers itself. Fred Davis has reviewed this game in BUSHWACKER XII.8. I regret to say it is not a good review: "...awful...The graphics looked terrible....I got a headache

just looking at the screen for 10 minutes....It's...very difficult to tell which unit is which....Some of (the computer's own) orders were incredibly stupid...I'd rate this version as no fun at all, with eyestrain guaranteed." Oh, well; you can't win 'em all.

**M**ONGO. As noted in Fred Davis' Chronology thish, there was one (known) abortive attempt at FBM Diplomacy before GRAUSTARK. A complete run of this 1962 "zine" (actually carbon-copy letters) was recovered some time ago. All issues have been reprinted in the publication RUDDIGORE 2, available from Rod Walker, 1273 Crest Dr., Encinitas CA 92024. Cost is \$1. If you'd like to see how the postal hobby almost started, send for RUDDIGORE 2.

**J** BRAND NEW OLD DIPZINES. Rod Walker still has numerous issues of his old Dipzines...EREHWON, CIRITH UNGOL, LANKHMAR, BESEROVIA, and numerous others. EREHWON issues cover the 1970-1971 period and also complete runs of the revived EREHWON, 72-99, 1972-1975. Some of the other 'zines carry single complete games. EREHWON, of course, has a lot of the old infamous Walker humor (History of Porderkagg, Chronicles of req-Lav, and others) as well as attacks on Buddy Tretick, John Boardman, John Beshara, Gordon Anderson, and you name it. I am selling these, and have prepared a catalogue of available materials. If you're interested, drop me a postcard and I'll send you a copy of the catalogue. Address just above.

**K** ONE-SHOT DIPZINES. Rod also has some Diplomacy one-shots for sale. Each of these 'zines contains the orders & results for a complete FTF game. They are from the 1970-71 period and are therefore real collector's items as well...although we have a good number of copies of most of them. The price is somewhat higher than the old cover price, though. They are \$.50 each, 3 for \$1.25 and 4 for \$1.50, sent by 1st class mail. The 'zines are:  
THE GRAND FENWICK GAZETTE NUMBER THREE (23 December 1970)  
SANDWIP ISLAND (2 October 1971)  
OSGILIATH (26 January 1971)  
QUARMALL (16 May 1971). This last is

a game of 1958 Diplomacy (Allan Calhamer's original playtest version), and has the map & a synopsis of the rules. We particularly have boodles of copies of this one.

All 'zines are 8½x11, ditto (some color), in good shape, and all games feature commentary...by the players, the GM, or both. There are only 11 copies of TGFGNT, so the price for 4 issues is good only while supplies last...if you miss out, I'll refund your quarter. Again, see the "Mingo" item for address.

**L** PEERICON III results. The tournament was won by Gregg Fritz (14.0) and runners-up were James Woodson (12.0), Ed Menders (11.5), & Larry Peery (11.0). Best Countries: AUS, James Woodson (18); ENG, Robert von Bergman & James Woodson (6 ea.); FRA, Ed Menders (11 & 12); GER, Freeman Butland (21); ITA, Freeman Butland (9); RUS, Robert Butland & Larry Peery (11 ea.); TUR, Gregg Fritz (14). Note that the only win in the tournament was Jim Woodson's Austria.

**M** EASTCON 83 results. Let's start with best countries and see how far we get. AUS, Fred Townsend (18); ENG, Norris Hazelton (11); FRA, Eric Kane (13); GER, Ben Zablocki (12); ITA, Kathy Byrne (who else?)(11); RUS, Al Pearson (9); TUR, Mike Cannon (12). Please note that the only win, here too, was an Austria. The tournament was won by Eric Kane, 28.291. Runners-up were: 2. Fred Townsend, 26.690; 3. Al Pearson, 25.877; 4. Steve Arnawoodian, 25.666; 5. Norris Hazelton, 24.609; 6. Kathy Byrne, 24.505; 7. Mike Cannon, 24.015; 8. Peter Robson, 22.937; 9. James Townsend, 20.529; 10. Brian Lorber, 19.661; 11. John Caruso, 18.458; 12. Ben Zablocki, 16.187; 13. Sam Rafel, 15.770; 14. David Emdee, 14.191; 15. Lyonel Reinhardt, 12.708; 16. Tom Deutsch, 12.701; 17. Frank San Miguel, 12.566; 18. Michael Goetz, 12.133; 19. Christopher Amiaga, 11.333; 20. Kevin Wasserman, 11.294; 21. John Schools, 11.107. That's all the scores above 11.000, and also the top 3 boards.

**N** DON'T FORGET: DipShapes Contest, Whitestonia & Marco Polls, renew your sub if it's expired, write something good for the next DW, tell a friend, and we'll see you nextish!



# Hobby Services

Many services exist to help Diplomacy players and we feel our readers should be informed about them. Hence this regular feature in D.W., which lists many of those available. If you need a service not found in these pages, drop us a line and inquire (a SASE would be nice) and we'll see what information we can find for you.

**OMBUDSMAN SERVICES.** If you have a dispute you'd like resolved, and need help, contact the Ombudsman Service System, c/o John Caruso, 160-02 43rd Ave., Flushing NY 11358 (212-353-9695). John will help you find a neutral party to attempt to resolve your problem.

**UNITED STATES ORPHAN SERVICE.** If your postal game has been abandoned by your GM, or is being mishandled in such a way that it might as well be abandoned, contact the USOS, c/o Scott Hanson, 233 Oak Grove, #306, Minneapolis MN 55403. Players in Canadian games should contact the CDO Orphan Service, Andy Lischett, 3025 N. Davlin Ct., Chicago IL 60618. Scott or Andy will help you find a new home for your game.

**BOARDMAN NUMBER CUSTODIAN.** Kathy Byrne, 160-02 43rd Ave., Flushing NY 11358. The BNC assigns Boardman Numbers to new postal sections of regular Diplomacy in North America. Statistics on new and completed games are reported in the quarterly BNCzine EVERYTHING. (Subs are \$5 for X issues at cost.) The BNC also determines whether a postal game includes irregularities which render it potentially unrateable in various rating systems. Inquiries or allegations regarding a game which may be "irregular" should be sent to the BNC.

**MILLER NUMBER CUSTODIAN.** Lee Kendter, Sr., 4347 Benner St., Philadelphia PA 19135. Assigns Miller Numbers to new variant postal games and reports statistics on new & completed games in ALPHA & OMEGA. (Subs are \$5

57  
for X issues at cost.) The question of "irregularity" does not arise with variants, but if a neutral opinion regarding a game problem is desired, refer it to Lee.

**'ZINE DIRECTORY.** This is a listing of postal Diplomacy 'zines and services throughout the world. It (the 1983 edition) is \$2 from Roy Henricks, 128 Deerfield Dr., Pittsburgh PA 15235. If your 'zine is not listed in ZD, be sure to contact Roy to make sure it's in the 1984 Edition.

**NOVICE SERVICE.** If you're new to postal Diplomacy (or even if you are not but would like to know more about it), get a copy of SUPERNOVA. This is a generous collection of articles about the game and the hobby. It is \$1 from Bruce ("Brux") Linsey, 24A Quarry Dr., Albany NY 12205.

**HOBBY REPRINT SERVICE.** The published literature of Diplomacy is vast. Most of it is out of print. Mark Berch, 492 Naylor Pl., Alexandria VA 22304, publishes DIPLOMACY DIGEST, which specializes in reprinting the older, but still valuable (or interesting or amusing) material and making it available to everyone. Many back issues, including the invaluable "Lexicon" (\$1.25) are available. Subs to DD are \$4 for 10 issues.

**GAME OPENINGS.** These are contained, in detail, in PONTEVEDRIA, a bimonthly publication which is also continuously updated between issues. For a copy any time, just send SASE (self-addressed stamped envelope) to Rod Walker, 1273 Crest Dr., Encinitas CA 92024. We typically list 2-3 dozen GMs with openings, so you'll have plenty to choose from.

**OTHERS.** Hobby services are done on a volunteer basis by independent workers. If you'd like to do some particular thing, or anything, contact us and we'll refer you to the right person or give you helpful info. The hobby can always use help.

# Fear No Opponent

## YOU Can Master Anyone Over the Game Table

### (and Even Under it)!

### Learn Tried & True Game Playing Secrets to Fame, Fortune, and GIRLS!

### Revealed AT LAST! Secret SECRETS of POWER IN GAMING!



#### Why Reveal This Secret?

Because of consumer DEMAND! Game Players come up to US at every GAME CONVENTION to ask, "How come all Avalon Hill GAME Tournaments ARE WON BY Avalon Hill Game players ONLY? Rather than risk PHYSICAL injury and continued MENTAL harassment, we have no choice but to DIVULGE this secret SECRET that, incidentally, VERY FEW people know about.

#### Why all the CAPITALS?

Because people who are reading this ad are LOSERS, and they're the type that will have less trouble UNDERSTANDING it if it is written in BIG letters.

#### Why BOTHER with LOSERS?

Because even the Mets go on a HOT STREAK occasionally! And the WINNER of an AH Classic 500 was once a POSTER CHILD for birth Control! ANYONE can turn it around. All it takes is KNOWING the secret SECRETS to building confidence, which leads to fame, fortune, and GIRLS!

#### Why Do We Emphasize GIRLS?

Because at GAME conventions there aren't hardly ANY AT ALL... except standing at the side of those in the lead at the Avalon Hill GAME Tournaments. Girls ADMIRE those who can render an opponent impotent in "Stalingrad" at the Nemunas... after 14 turns yet! Holding your ground at Quatra Bras in "Waterloo" against seemingly unsurmountable odds, creates high ESTEEM in the eyes of idolatrous women. To watch YOU successfully snatch the Boston & Maine in "Rail Baron," or have the guts in "Football Strategy" to call Play #17 on your own 20-yard line, is just the type of DECISIVENESS everyone respects. GIRLS will especially admire your MASTERY and LACK of inadequacy and will almost certainly let you put your hand on their thighs out of utter ADMIRATION. And while we can't

ABSOLUTELY guarantee this, it's extremely likely and would make LEARNING OUR SECRET certainly worthwhile.

#### HOW Do I Learn?

It's "How Do YOU Learn." WE already know, and this is what we're trying to convince YOU to send us a paltry buck to find out.

#### HOW do YOU Learn?

We will send you ABSOLUTELY free, one of three, two of three, or three of three full-color GAME Catalogs we think are best suited to your MENTALITY and CHARISMA. All we ask is a good will donation of \$1.00 to cover the cost of postage & HANDLING by our already OVERWORKED mail-order department.

#### If They're OVERWORKED, Why Do We Bother SPENDING Money for this AD?

They're overworked shipping out ACTUAL GAMES by mail-order—this year has been Avalon Hill's BEST YEAR EVER, with shipments of BATTLE GAMES up 44% over last year; which includes shipments all over the world and Mississippi. All we want YOU TO DO is to get ahold of our GAME CATALOGS which show the games THEMSELVES in glorious full-color with ample descriptive copy of 500 words (or more) written by the DESIGNERS themselves who know a lot about the games.

#### APPLY this Secret in Your SPARE Time

That's right! Up to 10 HOURS a day is all you need to MASTER the tactics and strategy of Avalon Hill Games. Play "Black Spy" in a half-hour; or "Longest Day" in 36 hours. It's up to you. Lose up to 24-lbs. a week (some gamers do a 3-day convention without eating

#### WHO IS THIS MAN?

Who WAS this man is more like it! Once a sane, capable human being reduced to an incoherent, babbling, glassy-eyed shell of a man, by a superior 112-lb. master at "Squad Leader"!

at all); INCREASE your I.Q. within the FIRST DAY (just figuring out the rules).

#### Great GIFTS

Since MOST of you reading this ad already know about us, and you think we're pretty dumb to waste money doing this bit, CONSIDER the fact that 50% of Avalon Hill games are given as XMAS GIFTS. That percentage is lower in the summer. Regardless of the time of year, to play an Avalon Hill Game is a challenge, to GIVE one a subtle COMPLIMENT. We compliment YOU for reading this far, and seriously urge you to send the coupon to read up on the very LATEST in the way of quality Avalon Hill products.

#### FREE COUPON OFFER!

This coupon is FREE. To get the Full-color Game Catalogs FREE, please check off the catalogs of your choice and send us \$1.00.

- ☐ Strategy Game Catalog, battle and historical games
- ☐ Sports Game Catalog; Sports Illustrated & Statis-Pro Games
- ☐ Leisure Time Catalog, family, social, and adult strategy games

I enclose just \$1.00, regardless of how many Catalogs I order. I understand that if I am not completely satisfied I have been had.

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

Mail to:  
The Avalon Hill Game Company, Dept. C  
4517 Harford Road,  
Baltimore, MD 21214-3192